

The  GNOME Conference

# **GUADEC**

*The Hague, Netherlands*

July 26-30th, 2010



The largest get together  
of GNOME users, developers,  
foundation leaders, individuals,  
governments and businesses  
in the world



# Contents

<b>About the event .....</b>	<b>5</b>
Map of the location.....	5
<b>Welcome to GUADEC!.....</b>	<b>6</b>
<b>The GNOME Open Desktop Day.....</b>	<b>7</b>
<b>Main track schedule.....</b>	<b>8</b>
Wednesday 28th July.....	8
Thursday 29th July.....	9
Friday 30th July.....	10
<b>Abstracts.....</b>	<b>12</b>
GNOME, the web, and Freedom.....	12
Who makes GNOME?.....	12
Evolution - Got the wheels to race, the wings to fly, what next?.....	12
Cally: One Year Later.....	14
GNOME 3 and Your Application.....	15
Accessible by Universal Design: Why I love The iPhone.....	15
GPLv3: Better Copyleft for Developers and Users.....	16
Shell Yes! - Deep Inside the GNOME Shell Design.....	17
The diversity issue.....	17
GNOME Project: State of the Union.....	18
Building a strong post-3.0 GNOME story.....	18
Integrating Usable Crypto and Security into the GNOME Desktop.....	18
Bugzilla triaging scripts -- opportunities for collaboration?.....	20
Clutter's State of the Union.....	20
GNOME's next place in the industry.....	20
Bugzilla, Bug squad and GNOME 3.....	21
Getting the word out: Free software project promotion.....	22
Everything You Ever Wanted to Do With Clutter* (*But Were Afraid to Ask).....	22
Better User Assistance.....	22
Introducing your notes to the web with Snowy.....	23
So you think you can release?.....	23
Grilo: Feeding applications with multimedia content.....	23
Multitouching your apps.....	24
5 things every GNOME hacker should know.....	25
Cairo ♥ GStreamer = awesome video.....	25
Best Practices in Maintaining Vendor Specific GTK+ Branches.....	25
Zeitgeist Technologies.....	26

Getting Things Done in the GNOME, Lightning Talks.....	28
Geoclue: Geolocation with an inkling.....	28
The Future is JavaScript.....	28
State of the GNOME 3 Shell.....	29
Modest 4 mobile email beyond the limits of Maemo. Making portable software with Gtk/GNOME technologies.....	30
Malware threats to a Linux desktops - How to prevent the Windows mess.....	30
GNOME, Linux mobile stacks, and you!.....	31
Tracker's place in the GNOME platform.....	31
GNOME 3: the Telepathic Desktop.....	31
GNOME in Asia and Brazil.....	32
Inside the Banshee Awesome Factory.....	34
Bluetooth for GNOME: Foh Shizil.....	34
Is your GNOME connected ? Unifying the online and the offline using semantic services.....	34
Cluttersmith a Visual Clutter Based Design and Development Aid.....	35
Identifying software projects and translation teams in need.....	35
Challenges of debugging binary programs in GNOME.....	36
Embracing the web - Integrating web services within GNOME.....	37
Changing the Desktop Game.....	37
My platform is bigger than yours: a plan to save GNOME with WebKit and HTML5.....	38
GNOME Color Manager: exploring the user experience and integration points for a 100% color managed desktop.....	38
Quality translations in GNOME.....	38
Epiphanies about hacking (not only) browsers.....	39
Cairo: 2D in a 3D world?.....	41
Bringing the Network back into GNOME: Technologies.....	41
PackageKit one year on: what's changed, and where are we heading.....	42
Growing communities with Launchpad: Ubuntu and GNOME.....	42
<b>Around the Event .....</b>	<b>43</b>
Venue .....	43
Accommodation.....	43
Transportation .....	45
Food .....	46
Points of interest in The Hague.....	47

# About the event

GUADEC (pronounced gwah-dec) is the largest get together of GNOME users, developers, foundation leaders, individuals, governments and businesses in the world.

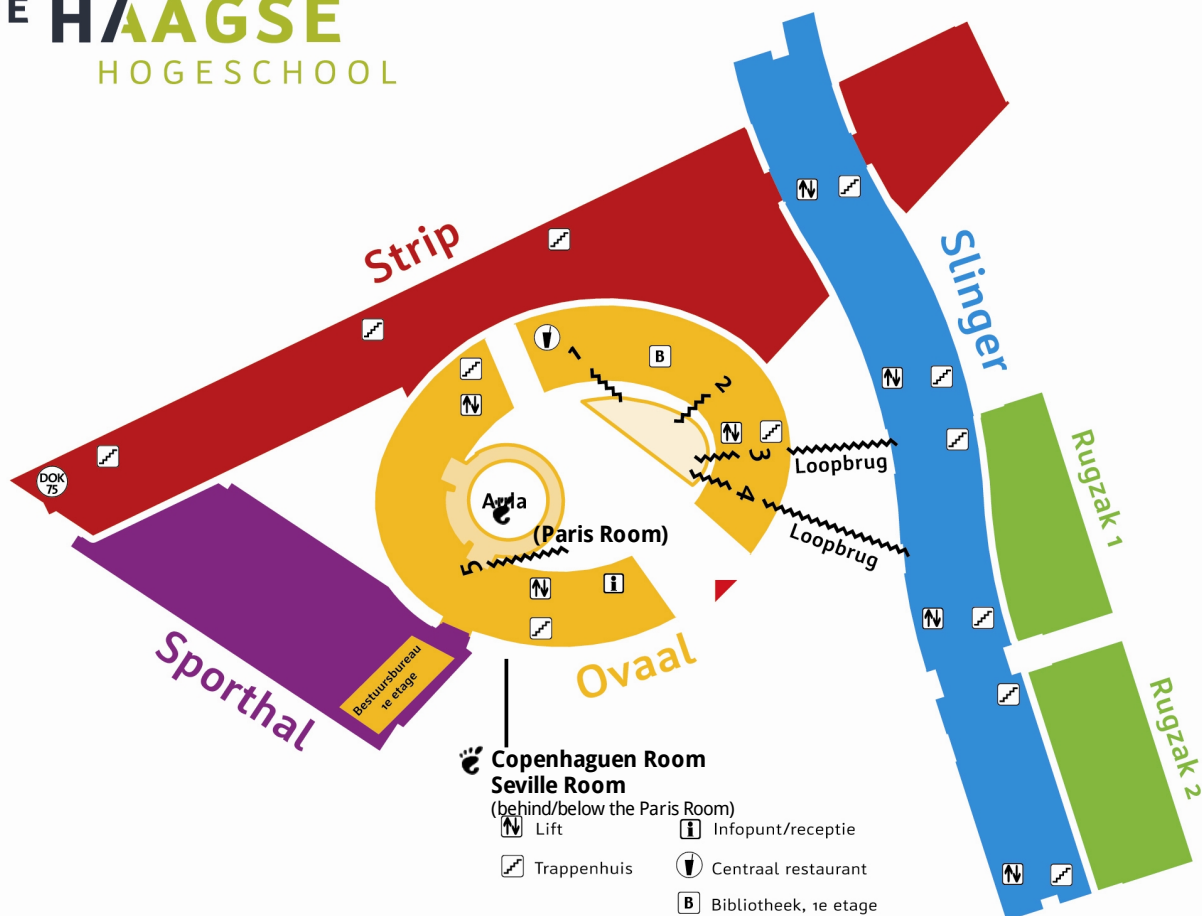
GUADEC is an acronym for the GNOME Users' And Developers' European Conference. Held annually in cities around Europe, presentations are given by software developers, business leaders and users who are involved in Open Source, Free Software and of course, GNOME.

These combine with many practical sessions and discussion groups which set the direction of the GNOME project. It also aims to attract new developers and contributors, as well as serve as a meeting point for corporate interests and allow us to showcase some of the latest technologies.

In its **11th consecutive year**, GUADEC 2010 is being held in the **The Hague University**, in The Hague, Netherlands, from **Monday 26th July, until Friday 30th July**.

## Map of the location

DE HAAGSE  
HOOGESCHOOL





# Welcome to GUADEC!

*Slightly more than half a year ago, I was confronted with the question "Would you like to get GUADEC to The Netherlands?". Having just organised HAR2009, I was ready for a new challenge. At the same time, I realised half a year is a really short time to organise a large community event such as GUADEC. With around 500 people attending, we quickly had to find a venue and set up all the conference infrastructure and solicit presentations.*

*I am now proud that, despite some major setbacks and other obstacles, that short time has proven to be enough to mobilize a community and make this event happen. With an interesting program, a number of parties in the evenings and (if all went well) live video streaming. This is all possible thanks to our sponsors, so be sure to check out their websites and think of them whenever you need services they provide.*

*I also want to especially thank all the volunteers who were there in the months running up to this conference. The list of names is too long to include, but you know who you are! One person I want to thank specifically and that person is Reinout van Schouwen, who took over from me when I had to step back for health reasons about a month ago. He proved that no-one is irreplaceable.*

*I hope you enjoy the conference and the stay in my home-town: Den Haag. It has a lot to offer: from a quiet walk around the dunes in Meijendel near Wassenaar (which I can especially recommend) to a bustling city-life around the Grote Markt square, and of course the various beaches: Scheveningen boulevard, Kijkduin or the more quiet Duindorp.*

*Welcome and have a good time!*

**Koen Martens**

GUADEC organiser 2010

# The GNOME Open Desktop Day

*This year at GUADEC, the GNOME Open Desktop Day was launched as a pre-conference. The intention of this day was to reach out to new GNOME users and people investigating the opportunities of FLOSS on the desktop; especially government involvement was an aim of this day. Holiday season proved a challenge to attract people to the event. However, in the process of organizing, attention from press and (financial) participation from two government bodies was generated, for the benefit of GNOME, GUADEC, the desktop day and Floss in general. Links to some of these articles are placed below. The government bodies aided with reaching out to their networks as well. These government bodies were Open DWR (involved with developing the future desktop for the national government) and NOiV (an action program to stimulate the use of open standards and FLOSS in the public sector).*

*As I'm writing this, there are enough subscribers to the Desktop Day to make it a worthwhile event, albeit in a smaller setting than envisioned. Some of the attendees and speakers are very experienced in the field of FLOSS and interesting discussion and interaction is anticipated for the day. There is also a possible follow-up by NOiV on the Andalusia project 'GuadaLinux'. Especially the relations of GuadaLinux with GNOME and the accessibility project could provide an interesting angle for NOiV to showcase the potential of FLOSS. This case is also very interesting looking at the collaboration between governments, businesses, and communities to shape and execute policy (in this case regarding digital accessibility). According to Neelie Kroes, software communities have a very crucial role to play here, as they are the embodiment of this 'shared responsibility' that Neelie Kroes addresses. Kroes, EU Commissioner for Digital Agenda does so in a video that was recorded for GUADEC and the GNOME Open Desktop Day.*

*As you read this, the day has been held, and we hope the participants look back on an interesting day. With regards to GNOME, I hope the day has generated attention to your great community, and also provided inspiration to find ways to engage government with GNOME and FLOSS.*

*Kind regards,*

**Sanne te Meerman**

GUADEC organiser 2010

[http://www.computable.nl/artikel/ict\\_topics/open\\_source/3407874/1277105/gnomeconferentie-komt-naar-nederland.html](http://www.computable.nl/artikel/ict_topics/open_source/3407874/1277105/gnomeconferentie-komt-naar-nederland.html) (*Dutch*)

[http://www.computable.nl/artikel/ict\\_topics/open\\_source/3427234/1277105/kroes-open-source-is-geen-vies-woord-meer.html](http://www.computable.nl/artikel/ict_topics/open_source/3427234/1277105/kroes-open-source-is-geen-vies-woord-meer.html) (*Dutch*)

<http://www.osor.eu/news/kroes-on-open-source-in-public-administrations-attitudes-are-changing> (*English*)

<https://noiv.nl/weblogs/sanne-te-meerman/2010/07/06/overheid-kan-meer-met-open-source-gemeenschappen/> (*English*)

# Main track schedule

## Wednesday 28th July

Time	Paris	Copenhagen	Seville
09:15 - 09:30	<b>Opening Talk</b>		
9:30 - 10:15	<b>GNOME, the web, and Freedom</b> Luis Villa		
10:15 - 11:00	<b>Who makes GNOME?</b> Dave Neary	<b>Evolution - Got the wheels to race, the wings to fly, what next?</b> Chenthill Palanisamy, Bharath Acharya	<b>Cally: One year later</b> Alejandro Piñeiro Iglesias
11:00 - 11:15	Break		
11:15 - 12:00	<b>[To be announced]</b>	<b>GNOME 3 and Your Application</b> Dan Winship, Colin Walters	<b>Accessible by Universal Design: Why I love The iPhone</b> Eitan Isaacson
12:00 - 12:45	<b>GPLv3: Better Copyleft for Developers and Users</b> Bradley M. Kuhn	<b>Shell Yes! - Deep Inside the GNOME Shell Design</b> William Jon McCann, Jeremy Perry	<b>The diversity issue and why it is important (also) for you</b> Malgorzata Ciesielska
12:45 - 14:00	Lunch Break		
14:00 - 14:45	<b>GNOME: State of the Union</b> Fernando Herrera, Xan Lopez		
14:45 - 15:30	<b>Building a strong post-3.0 GNOME story</b> Vincent Untz	<b>Integrating Usable Crypto and Security into the GNOME Desktop</b> Stef Walter	<b>Bugzilla triaging scripts -- opportunities for collaboration?</b> Matěj Cepl
15:30 - 15:45	Break		
15:45 - 16:30	<b>Clutter: State of the Union</b> Emmanuele Bassi	<b>GNOME's next place in the industry</b> Alberto Ruiz	<b>Bugzilla, Bug squad and GNOME 3</b> Akhil Laddha
16:30 - 17:15	<b>Getting the word out: Free software project promotion</b> Jake Edge	<b>Everything You Ever Wanted to Do With Clutter (But Were Afraid to Ask)</b> Neil Roberts, Damien Lespiau, Chris Lord	<b>Better User Assistance</b> Shaun McCance



## Thursday 29th July

<i>Time</i>	<i>Paris</i>	<i>Copenhagen</i>	<i>Seville</i>
9:30 - 10:15	<b>Introducing your notes to the web with Snowy</b> Brad Taylor, Sander Dijkhuis	<b>So you think you can release?</b> Emmanuele Bassi	<b>Grilo: Feeding applications with multimedia content</b> Iago Toral Quiroga
10:15 - 11:00	<b>Multitouching your apps</b> Carlos Garnacho	<b>5 things every GNOME hacker should now</b> Rob Bradford	<b>Cairo ♥ GStreamer = awesome video</b> Benjamin Otte
11:00 - 11:15	Break		
11:15 - 12:00	<b>GsoC Student Lightning Talks</b>	<b>Best Practices in Maintaining Vendor Specific GTK+ Branches</b> Kristian Rietveld	<b>Zeitgeist technologies</b> Randy Barlow, Hylke Bons, Jamal Fanaian, Siegfried-Angel Gevatter, Mikkel Kamstrup Erlandsen, Markus Korn, Seif Lotfy, Federico Mena Quintero, Thorsten Prante, Natan Yellin
12:00 - 12:45	<b>GNOME Foundation "Getting Things Done" Lightning Talks</b> Stormy Peters	<b>Geoclue: Geolocation with an inkling</b> Bastien Nocera	<b>The future is JavaScript</b> John Palmieri
12:45 - 14:00	Lunch Break		
14:00 - 14:45	<b>Where You Don't Want To Be - How a Free Desktop Can Help (and Hinder) Free Speech Across the World</b> Danny O'Brien		
14:45 - 15:30	<b>State of the GNOME 3 Shell</b> Owen Taylor	<b>HarfBuzz, the Free and OpenType Shaping Engine</b> Behdad Esfahbod	<b>Modest 4 mobile email beyond the limits of Maemo. Making portable software with Gtk/GNOME technologies</b> Jose Dapena Paz
15:30 - 15:45	Break		
15:45 - 16:30		<b>Malware threats to a Linux desktop</b> Thorsten Sick	<b>GNOME, Linux mobile stacks, and you!</b> Andrew Savory
16:30 - 17:15	<b>Foundation AGM</b>		
17:15 - 18:00	<b>Foundation AGM</b>		

## Friday 30th July

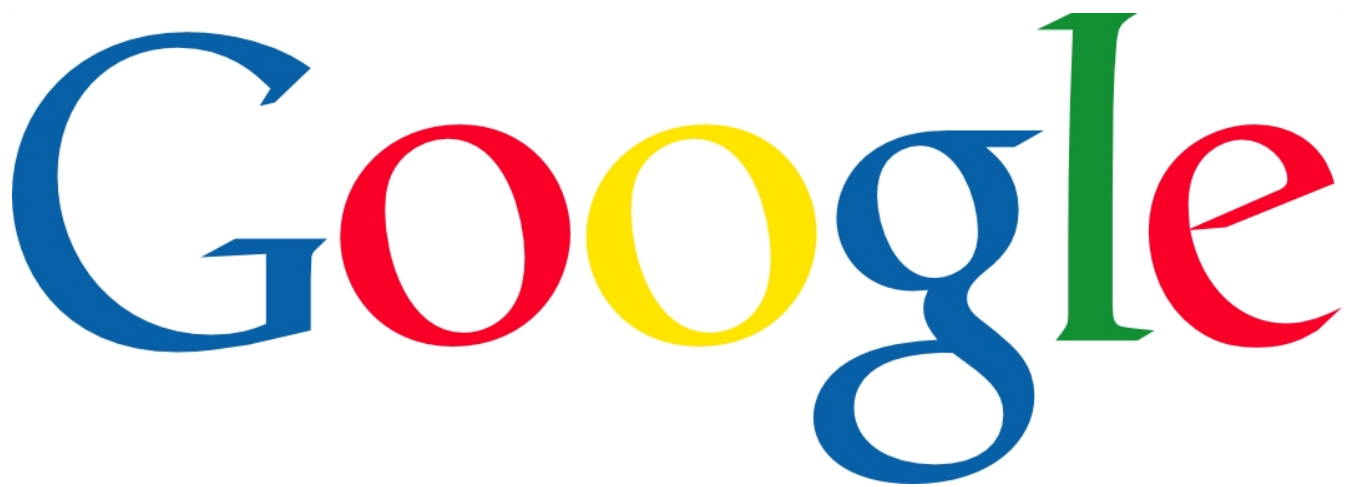
<i>Time</i>	<i>Paris</i>	<i>Copenhagen</i>	<i>Seville</i>
9:30 - 10:15	<b>Tracker's place in the GNOME platform</b> Martyn Russell	<b>GNOME 3: the Telepathic Desktop</b> Guillaume Desmottes	<b>GNOME in Asia and Brazil</b> Emily Chen, Jonh Wendell
10:15 - 11:00	<b>Inside the Banshee awesome factory</b> Gabriel Burt	<b>Bluetooth for GNOME: Foh Shizil</b> Bastien Nocera	<b>Is your GNOME connected ? Unifying the online and the offline using semantic services</b> Adrien Bustany
11:00 - 11:15	Break		
11:15 - 12:00	<b>Lightning Talks</b>	<b>Cluttersmith a Visual Clutter Based Design and Development Aid</b> Øyvind Kolås	<b>Identifying software projects and translation teams in need</b> Andre Klapper
12:00 - 12:45	<b>Lightning Talks</b>	<b>Challenges of debugging binary programs in GNOME</b> Jonathon Jongsma, Dodji Seketeli	<b>Embracing the Web - Integrating web services within GNOME</b> Rob Bradford
12:45 - 14:00	Lunch Break		
14:00 - 14:45	<b>Changing the</b>		

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Red Hat, the world's leading provider of open source solutions and an S&P 500 company, is headquartered in Raleigh, NC with over 65 offices spanning the globe. CIOs ranked Red Hat as one of the top vendors delivering value in Enterprise Software for six consecutive years in the CIO Insight Magazine Vendor Value survey. Red Hat provides high-quality, affordable technology with its operating system platform, Red Hat Enterprise Linux, together with virtualization, applications, management and Services Oriented Architecture (SOA) solutions, including Red Hat Enterprise Virtualization and JBoss Enterprise Middleware. Red Hat also offers support, training and consulting services to its customers worldwide.

Learn more: <http://www.redhat.com>.



### Desktop Game

Google's innovative search technologies connect millions of people around the world with information every day. Founded in 1998 by Stanford Ph.D. students Larry Page and Sergey Brin, Google today is a top web property in all major global markets. Google's targeted advertising program provides businesses of all sizes with measurable results, while enhancing the overall web experience for users.

Google is headquartered in Silicon Valley with offices throughout the Americas, Europe, Oceania and Asia.

Fabrice Mous

14:45 - 15:30	<b>My platform is bigger than yours: a plan to save GNOME with WebKit and HTML5</b> Xan Lopez, Gustavo Noronha	<b>GNOME Color Manager: exploring the user experience and integration points for a 100% color managed desktop</b> Richard Hughes	<b>Quality translations in GNOME</b> Sílvia Miranda
15:30 - 15:45	Break		
15:45 - 16:30	<b>Epiphanies about hacking (not only) browsers</b> Diego Escalante Urrelo	<b>Cairo: 2D in a 3D world</b> Christopher Paul Wilson	<b>Bringing the Network back into GNOME: Technologies</b> Zeeshan Ali (Khattak), Lennart Poettering
16:30 - 17:15	<b>PackageKit one year on: what's changed, and where are we heading</b> Richard Hughes	<b>Growing communities with Launchpad: Ubuntu and GNOME</b> Danilo Segan	
17:15 - 17:30	<b>Closing Talk</b>		

# Abstracts

## GNOME, the web, and Freedom

Luis Villa

Historically, Free software has been sceptical of the web and as a result many of us (including GNOME) have been slow to embrace it. In the meantime, not only has the web become the most popular programming platform in existence, it has also in many meaningful ways become the \*free-est\* programming platform in existence. With the advent of HTML5, it is also powerful and flexible enough for the vast majority of apps. It is also embracing and extending many of the features Freedom used to tout, like reliability, cost, and perceived self-control- eliminating many of the things that made Freedom good in the eyes of many users. I will argue that GNOME must face this challenge by deeply embracing the web, focusing optimistically on the things that make the web free and dealing pragmatically with the non-free bits.

## Who makes GNOME?

Dave Neary

GNOME is a project made up of hundreds of developers, working on different parts of the project. But how many developers are there? What is the median number of developers for a GNOME module? How many GNOME application developers are there worldwide?

The GNOME project has long encouraged the involvement of companies in its development, and past studies have suggested that the majority of code in the GNOME project is written by professional software developers. Who is investing in GNOME, and the GNOME stack? Which companies are paying developers to work on which parts of the platform? What areas of GNOME are the best models for co-operation between different companies?

Finally, more and more companies are looking for custom development on parts of the GNOME stack. There is a vibrant commercial ecosystem growing around the GNOME project. Which companies can provide services, and for what areas of the stack are they experts?

This presentation will attempt to answer all of these questions, and draw a picture of what the GNOME project looks like, and help draw conclusions for areas where we can improve, and leverage best practices.

## Evolution - Got the wheels to race, the wings to fly, what next?

Chenthill Palanisamy, Bharath Acharya

Evolution being the default mail client in GNOME, forms a critical piece of the milestone GNOME 3 release. We would be talking about the awesome work going on in evolution.

We intend to cover the following topics as part of this presentation,

- Evolution for GNOME 3.0
- Bye bye bonobo
- IMAPX - Overview of the faster, smarter IMAP implementation.
- MAPI (Exchange 2007 connector) updates
- Competitive analysis with other email clients
- Tasks lined-up for future releases (<http://live.gnome.org/Evolution/PlanningFuture> - Under construction for Evolution 3.0)
- Some bugzilla statistics

This presentation would present a ideal platform for discussing the road-map with fellow hackers and gather more contributions from various subject-area experts.

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# NOKIA

## Cally: One Year Later

Alejandro Piñeiro Iglesias

Clutter is an open source software library for creating fast, visually rich and animated graphical user interfaces. Clutter uses OpenGL (and optionally OpenGL ES for use on Mobile and embedded platforms).

In GNOME, accessibility is a core value that touches all aspects of the system. [1]

From the infrastructure, to the graphical toolkit, to the applications, to the assistive technologies, accessibility has been a central consideration from the very early days. As a result, GNOME not only has compelling accessibility today, but it also provides a rich and stable base for future accessibility work.

Cally is the Clutter Accessibility Implementation Library, the implementation ATK [2] interfaces for the main Clutter objects.

Cally was presented on the GUADEC 2009 as a library in his first steps, just the basic support required for the automatic support in hildon-desktop, but still immature and not still integrated in the clutter repositories.

Since then, several works were made to improve the accessibility support in Clutter. Cally was accepted in the clutter repositories, and was constantly updated with the Clutter API, so after the official Clutter 1.0 release, Cally was ready.

In the same way, the Boston Summit allowed the main developer of the library to interchange opinions with the rest of the accessibility GNOME community, and how Cally would fit in the plans of the accessibility infrastructure for GNOME 3.0 [4]. This led in the testing and bug reporting of Cally using accessibility tools like Orca.

The purpose of this presentation is explaining the new work done so far in the accessibility support for Clutter, and the plans to use Cally for Clutter based applications, and specifically gnome-shell, one of the main points in the GNOME 3.0 accessibility plans [5].

[1] <http://library.gnome.org/devel/accessibility-devel-guide/nightly/gad-how-it-works.html.en>

[2] <http://library.gnome.org/devel/atk/stable/>

[3] <http://library.gnome.org/devel/gail-libgail-util/stable/>

[4] <http://live.gnome.org/Accessibility/GNOME3>

[5] [http://live.gnome.org/Accessibility/GNOME3#GNOME\\_Shell](http://live.gnome.org/Accessibility/GNOME3#GNOME_Shell)



## GNOME 3 and Your Application

Dan Winship, Colin Walters

The GNOME Shell replaces the GNOME 2 panel, tray area, window manager, and notification daemon, among other things. The new versions of these services are not exactly like the GNOME 2 versions, having different features, and different expectations about application behavior.

This talk will go over the aspects of the GNOME Shell that may require changes to applications if they want to fully integrate with it.

## Accessible by Universal Design: Why I love The iPhone

Eitan Isaacson

Accessibility is all too often regarded as additional polish that is added to an application at the end of its development cycle. Considerations regarding access, if addressed in the early design stages, will lead to a more robust and usable user interface for everyone. In this talk I will introduce the fundamentals of Universal Design and how we in GNOME could use it to bridge the digital divide and create an accessible computing platform that meets the needs of all users.

As a case study I will demonstrate how the iPhone, while having an industry leading compelling UI, has also managed to become one of the most popular devices among users with visual impairment.

This talk is largely intended for user interaction designers, contributors who are interested in design or are module maintainers who want to improve their program's accessibility.

## GPLv3: Better Copyleft for Developers and Users

Bradley M. Kuhn

Many developers have not had the time to investigate the new suite of licenses in depth, and understand the differences between the GPLv3-based and the GPLv2-based licenses. This talk will help developers who are generally familiar with the GPLv2 and LGPLv2 to improve their understanding of GPLv3, LGPLv3, and AGPLv3.

Specifically, this talk will cover in detail the changes in the in various parts of the license. The following is the list of changes that will be explained in detail during the talk:

- Changes to improve the details regarding distribution between GPLv2 and GPLv3. Traditionally, GPLv2 has been interpreted to mean what GPLv3 says on this topic, but does not say so in the letter of the license. v3 makes it clear how distribution can happen under a copyleft license.
- GPLv2, while aware of the software patent issue, is extremely naive in its provisions regarding patents. GPLv3 patent provisions are much improve. This talk will explain how.
- GPLv2 is a USA-centric license. GPLv3 is internationalized.
- The termination provision in v2 extremely aggressive. GPLv3 has friendlier termination provisions more consistent with community practices.
- License exceptions are nearly always necessary under GPL. They existed under GPLv2, but the system for adding exceptions was clunky and non-uniform. GPLv3 provides an exceptions framework.
- GPLv2 does not handle embedded software situations well. GPLv3 much improves this situation.
- GPLv2 has no web services clause. GPLv3 does not either, but GPLv3's structure makes one possible through the Affero GPLv3.



## Shell Yes! - Deep Inside the GNOME Shell Design

William Jon McCann, Jeremy Perry

GNOME Shell is the defining technology of the GNOME 3 user experience. It takes advantage of the capabilities of modern graphics hardware and introduces innovative user interface concepts to provide a delightful and easy-to-use experience.

Join Jon McCann and Jeremy Perry as they take a penetrating look inside the GNOME 3 Shell design using stories, case studies, and silly jokes. Hear about the design principles, where we are, and where we are going. Learn how the Shell will help you stay connected, focused, and in control. Hope to see you there.

## The diversity issue

Malgorzata Gosia Ciesieska

Who would disagree that GNOME needs more contributors? Most likely nobody. At the same time there has been limited success in diversifying the contributor pool, the truth is that the endless discussions regarding diversifying the community are unlikely to attract any new comers. On the other hand one of the ways of achieving this goal is a careful look at the diversity issues within the project. The presentation will draw attention the current state of the GNOME friendliness for the (new) contributors and show the central problems.

The basic question is what it means to have more contributors? And who do you see as “the contributor”. If the contributor is a white, 18-35 year-old men you have a problem and there is something wrong with the structure of the community. More contributors can mean more men, but also women, handicapped, teenagers, people from ethnically and racially diverse backgrounds and others interested in participating in the project.

This brings with it the problems of diversity management and diversity sensitivity. The recent discussions on the planet.gnome.org and other forums show that the diversity is a controversial issue. On the contrary to what is said, diversity management is about professionalism and taking a more skill-orientated approach.

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Creating artificial burdens for qualified people, regardless of whether this is because of their gender or ethnicity, is bad for the project itself. Sometimes those burdens are the results of the working environment that has been created and maintained over the years. Some people consider GNOME to be a hostile community, especially to new comers, having an artificial barrier to entry and highly competitive in areas of technical detail.

I'd like to draw attention to some examples of this behaviour and indicate some ideas for future efforts to change the situation. The presentation is meant to start a plenary discussion and the live consultation on the issues raised.

## GNOME Project: State of the Union

Fernando Herrera, Xan López

This talk will present in a friendly, quick and funny way the current state of our beloved desktop. Films, songs, and cultural references will be included for your geeky pleasure.

## Building a strong post-3.0 GNOME story

Vincent Untz

With 3.0 due for September and with a steady progress towards this goal, our project is on track to achieve a major step forward in the next few months. We will continue with our six-months development cycle, but we certainly don't want our community to experience the feeling of stagnation that occurred at the end of the 2.x cycle.

We all agree on this, but a real solution requires a solid plan. Such a plan shall answer various questions: what is in our roadmap, how can we improve communication between teams, how to better promote GNOME to the media, etc.

This talk aims at laying down the foundation of a global vision for our community, which will drive our efforts during the next few years.

## Integrating Usable Crypto and Security into the GNOME Desktop

Stef Walter

Because everything is becoming more networked, and applications are increasingly running online, having strong, usable, and simple crypto support in the GNOME desktop is a must.

Other operating systems have moderately usable certificate and key storage; however, Linux crypto libraries, while technically excellent, lack integration and usability. GNOME and Linux applications have been their own islands of crypto usage. Users have to tediously transfer keys and certificates from one application to another, and export them into intricate file formats. In addition, each



# igalia

Igalia is an open source consultancy specialized in the development of innovative free software technologies and solutions.

Igalia has been increasing its involvement in the GNOME community since the creation of the company nine years ago, contributing with code and documentation to various platform components and applications, and sponsoring and organizing events. Igalia is a member of the GNOME Foundation's Advisory Board.

Besides working in the desktop, the company applies its wide experience on free software, GNOME, WebKit, GStreamer, and other Linux and Freedesktop.org technologies to the mobile market, contributing to different platforms and developing projects for relevant international companies.

Learn more at [www.igalia.com](http://www.igalia.com).

application typically has its own key management user interfaces, which discourages adoption of crypto in applications.

This talk will focus on how we can plug the GNOME key and certificate store into the various SSL and other security libraries in a secure and transparent manner, using PKCS#11 as a common denominator. This allows secure integration between applications, without the system becoming a mystical black box.

This talk will also address how applications can integrate consistent user interface components for security related aspects. This benefits both users and developers.

By making these crypto and security aspects solid, and demystifying the security architecture, developers will be able to produce groundbreaking next generation apps for GNOME 3.0 that take advantage of these building blocks.

## Bugzilla triaging scripts -- opportunities for collaboration?

Matěj Cepl

The goal of the presentation is to introduce to wider audience Jetpack scripts assisting in bug triage. Originally written for the Red Hat Bugzilla, they are widely used among Fedora BugZappers. They are now also extended so they work on multiple Bugzilla instances. The author also solicits feedback from developers about ways which could make their life easier with resolving Bugzilla issues.

General comments about dealing with bugs, bug triage, and communication with users could be provided as well.

## Clutter's State of the Union

Emmanuele Bassi

Clutter is the next generation toolkit for creating compelling and dynamic user interfaces. it is used by the GNOME Shell, by GNOME Games, by the MeeGo Netbook User Experience, by the Maemo 5 environment for the Nokia N900, and by the Ubuntu Netbook Remix distribution.

One year after the 1.0 release we are now approaching the 1.4 stable cycle; this talk will be about the new features that have been available since the 1.0 release, and the new and exciting things planned for 1.4.

## GNOME's next place in the industry

Alberto Ruiz

This talk is meant as a tech keynote addressed to the GNOME community.

The aim is to give an overview of the situation of the desktop and the mobile industry, where GNOME stands, and the different players and platforms and the key points of their success to then present the challenges that GNOME should face in order to finally bring freedom out in the mainstream computing experience.

After an overview of the competition, the talk focuses on talking about the stagnation of our developer story and what the community has to achieve to address this situation. Proposals on how to make application development and delivery fun and exciting again for novice developers and computer enthusiasts and at the same time create an ecosystem of growth and excitement again into the project.

As the final part, the talk will try to make people remember where we come from, where we are, and try to send the message that there's a lot to be done, and that we are the ones in the best position to make GNOME 3.0 a big small revolution.

## Bugzilla, Bug squad and GNOME 3

Akhil Laddha

This year the GNOME Bug Squad has decided to channelize all its efforts into handling GNOME Bugzilla better for the milestone GNOME 3 release, to motivate a lot more volunteers to get involved by making them aware of the simple processes involved

We at the Bug Squad, make it easy and beautiful for users and developers. This presentation will shed light on Bugzilla statistics about incoming bugs, work flow of the Bug Squad and also on how to make it easy for beginners to jump start with triaging by helping them understand,

- What does bug triaging mean and what is the bug life cycle.
- How a beginner could jump in bug triaging
- What are things which he should watch out for

The session would wrap up with a discussion on the following issues with the interested community.

- How to attract more people for triaging
- What are best practices we can follow and improve bug squad

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- How we can improve bug reporting process

## Getting the word out: Free software project promotion

Jake Edge

While some developers are happy working alone on a project for their own use, many others would rather build a community of developers, users, content creators, translators, and so on. In order for that to happen, the word needs to get out -- people need to know about the project and what it is trying to accomplish. There are lots of ways to do that, but many projects make it unnecessarily hard for interested folks to find out what they are up to. Because of that, good work languishes, opportunities for cross-pollination between projects are lost, and our software is not as good as it could be.

This talk will give some guidelines and ideas for projects that want to do a better job of presenting what they do to the greater free software world. We'll cover things like interfacing with the press, using blogs and mailing lists, web site organization, and more. Participants should leave with a much better idea of how to make a bigger splash with their projects.

## Everything You Ever Wanted to Do With Clutter\* (\*But Were Afraid to Ask)

Neil Roberts, Damien Lespiau, Chris Lord

Clutter is usually portrayed as a library to write slick-looking, accelerated 2d interfaces. Although it is very good at this, it can also be used for a number of other exciting things. This talk will cover some of the things that aren't often showcased with Clutter, including: declarative UI and animations using SVG and ECMAScript, GLSL pixel and vertex shaders, ponies, mesh deformation using vertex buffer objects, realtime games and incorporating full 3D models from Blender.

## Better User Assistance

Shaun McCance

Good software deserves good user assistance. User assistance helps make your software accessible to a wider range of people with different backgrounds, skills, and expectations. It can lower the barrier to entry and reduce support needs. Done well, it can even help create communities of enthusiastic users.

In this talk, I will discuss the various types of user assistance, including topic-oriented help, on-board help, and the trusty old user manual. I will present the latest developments in the GNOME help system, showing what we have accomplished and what we can still do better. And I will provide tips on how to plan and write better help.

## Introducing your notes to the web with Snowy

Brad Taylor, Sander Dijkhuis

Snowy is a web application for synchronizing, viewing, sharing, and editing your Tomboy notes online. It is designed to power an upcoming Tomboy Online free web service where any Tomboy user can make an account.

Tomboy Online will be one of the first web applications deployed by GNOME targeted toward end-users. We will explore the current state of Snowy as a project, the state of Tomboy Online and the various issues encountered during our Alpha and Beta stage deployments, and what the GNOME community can do to contribute.

## So you think you can release?

Emmanuele Bassi

or: the 1.x factor of the GNOME's next top library

Releasing a library is moderately easy. releasing the version 1.0 is incredibly hard.

This talk details the pitfalls and the heuristics on how to decide whether the time has come, how to design your code and build system to sanely approach the dreaded 1.0 milestone, and how to deal with the community response before, during and after the 1.0 release.

## Grilo: Feeding applications with multimedia content

Iago Toral Quiroga

**Grilo** is a framework focused on making media discovery and browsing easy for application developers. In few words, Grilo provides:

- A single, **high-level API** that abstracts the differences among various media content providers, allowing application developers to integrate content from various services and sources easily.
- A **collection of plugins** for accessing various media providers. Developers can share efforts and code by writing plugins for the framework that are application agnostic.
- A flexible API that allows plugin developers to write **plugins of various kinds**.

A framework like Grilo helps at different levels:

- **Platform level:** Plugin developers can share efforts and code by developing content provider plugins at the platform level that can then be used in various applications.
- **Application level:** Application developers would get content provider plugins for free and won't have to develop and maintain code related to content acquisition, easing the development significantly.

The talk would be focused around the following items:

- Introducing Grilo to the audience.
- Explaining in detail its most important features and advantages.
- Quick review of available plugins.
- Tutorial for application developers.
- Tutorial for plugin developers.
- Demos showcasing the framework at work.

## Multitouching your apps

Carlos Garnacho

With the advent of Xorg 7.5 and XInput 2, applications are no longer restricted to the now old "1 pointer, 1 keyboard" interaction paradigm. Now the X server allows having an indefinite number of pointer/keyboard pairs, allowing for multiple input, be it either from multiple users, or from a single user with specialized hardware such as multitouch screens.

Paralelly, GTK+ has gained knowledge about multiple input devices through XInput 2 in an experimental branch. This talk will approach in a practical way the changes and concepts that application and widget developers should take into account when developing with several input devices in mind.

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## 5 things every GNOME hacker should know

Rob Bradford

Software engineering is hard. But it's fun too, which is why I hope you're all here. In this session i'm going to talk about some of the idioms, tricks and techniques that I wish i'd known about when I started working with GNOME technologies.

This session will be fun for all the family but will be particularly targeted at the newer members of our community.

## Cairo ♥ GStreamer = awesome video

Benjamin Otte

The way people use videos has change a lot in the last few years. From just watching DVDs on our computers, we evolved to watching and producing movies as the Youtube generation. And we do that on our cell phones. Unfortunately our software didn't keep track. We are still using 10 year old technology.

Last November developers from GStreamer, Cairo, Mesa and X met at the Video Hackfest and discussed how to best provide the capabilities of modern GPUs and meet the restrictions of embedded devices.

This talk summarizes the findings from that time, examines the progress that has been made on implementations and dares a look into the future. It might even include cool demos (that actually work in more browsers than Google Chrome).

## Best Practices in Maintaining Vendor Specific GTK+ Branches

Kristian Rietveld

Many companies, and also some distributions, have their own specific branches of GTK+. The extent in which these branches differ from mainline GTK+ can range from a couple of bug fixes to implementations of several new features. In this talk we will look at best practices in maintaining such vendor specific branches that usually have a non-trivial amount of changes. We will share our experience dealing with such branches, showing how to outline and digest the change set, making sure that you can easily track development in the mainline branch and preparing change sets for submission in mainline. Although this talk will take branches of GTK+ as an example, the methods presented can be applied to other projects as well.

## Zeitgeist Technologies

Randy Barlow, Hylke Bons, Jamal Fanaian, Siegfried-Angel Gevatter, Mikkel Kamstrup Erlandsen, Markus Korn, Seif Lotfy, Federico Mena Quintero, Thorsten Prante, Natan Yellin

This talk will be about Zeitgeist and how it relates to GNOME 3. We will also demo several applications making use of Zeitgeist.

### Zeitgeist – The Element of Awareness

Zeitgeist is a service, which supports acquiring, storing, processing, and providing events. As a computer user, you might want to know, which songs you listened to, while working on your project report last week. Maybe, you also want to know, what you did with Dave last week. Other use cases include answering the questions “What did I do at last year’s GUADEC?” and “Which documents are related to my project report?”. Well, you might wonder, if relating documents isn’t the domain of semantic technology. That’s somewhat true: Semantic technologies relate documents and other items by their rather static properties, such as content. But these properties don’t reflect a user’s personal relationship to the documents in question.

### Personal Semantic Technology

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While semantic technology helps to model and provide meaning of computer-represented objects independent of specific users, the Zeitgeist approach personalizes semantic technology. Personal semantic technology reflects the personal meaning of computer-represented objects, as emerging and developing from them being involved in a user's activities and experiences. Therefore, Zeitgeist adds a time-bound layer to the experience of using computers. Users are thereby enabled to relate to and situate themselves within representations of their past, current, and future activities and experiences.

### **Zeitgeist to the Rescue**

The above introduced user questions can best be answered by considering a consolidation of user-related events, as realized by Zeitgeist. Events model time-bound indicators of the user's doing and of what's happening or of what the user experiences of what happens. They can be understood as the computer-experienced "percepts" of a person's past (up to "now") acting and experiencing. Events can also be placed in the future, but this story will not yet be told.

### **What will we talk about?**

We'll talk about the architecture of Zeitgeist and about how to work with and extend Zeitgeist. We will cover the developments since last year's GUADEC, namely the iterative development of the GNOME Activity Journal (GAJ) and its use cases, the Zeitgeist engine and its extension framework as well as the integration of Zeitgeist with other applications such as GAJ, Docky, and Nautilus. We will further talk about the Zeitgeist event-ontology and will also provide a glimpse of what's coming in the future, such as Zeitgeist providing "related items" and Zeitgeist technologies going mobile.

We close by saying thanks. We are particularly grateful for the efforts and support of (in alphabetical order): Ketil W. Aanensen, Youness Alaoui, Sebastian Faubel, Ivan Frade, Alexander Gabriel, Sumana Harihareswara, Laszlo Pandy, Daniel Siegel, David Siegel, Jason Smith, and Rob Taylor.

We moreover express our gratitude for sponsorship and support to (in alphabetical order) Canonical, Codethink, Collabora, the GNOME foundation, Mandriva, and TIS innovation park.

**Presenters, in alphabetical order:** Siegfried-Angel Gevatter, Markus Korn, Seif Lotfy, Federico Mena-Quintero, and Thorsten Prante.

## Getting Things Done in the GNOME, Lightning Talks

Stormy Peters

Lots of amazing things get done every year in GNOME. We have great hackfests, new events, attend new conferences, start new teams, etc. To people not directly involved, it often seems that all the work is magically done by experts.

Come share how you got something done in GNOME. Or share your idea for something that needs to get done and ask for help.

The point is not to highlight what got done, but to highlight how it got done, so others can imitate, execute and/or find mentors.

## Geoclue: Geolocation with an inkling

Bastien Nocera

Geolocation is becoming more pervasive, and Geoclue is the way to do it in the GNOME stack. We will show how Geolocation can be used in local applications, and on the web, and the future plans for integration.

## The Future is JavaScript

John Palmieri

Everybody is learning JavaScript. Even developers who don't want to learn JavaScript end up dabbling in it from time to time.

This talk will look at the current state of JavaScript along with its strengths and weaknesses. It will look at the differences between the our desktop implementation through Gjs and contrast it with the API's available on the web.

Some of the topics to be covered:

- Possibilities in making Gjs and Seed play nicely (swap-able JavaScript engines)
- Differences in web client programming vs. native client and strategies for reusing code
- A look into the possibilities of merging the two platforms, making GNOME relevant in the world of the Web
- Bridging the gap for web programmers to start hacking on GNOME apps

## State of the GNOME 3 Shell

Owen Taylor

Over the last year, a large amount of work has been done on GNOME Shell, the key new component of the GNOME 3 user experience. Major changes have been made to the user interface, new features have been added, and it has generally progressed rapidly toward being a compelling choice for everyday use.

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This talk will describe the work done in the last year, including a tour of new features and user interface changes. It will discuss how GNOME Shell fits in with the rest of GNOME 3, remaining work needing to be done for GNOME 3 on GNOME Shell itself and in integration with other components, and provide a look at how development on GNOME Shell is expected to proceed beyond the initial GNOME 3 release.

## **Modest 4 mobile email beyond the limits of Maemo. Making portable software with Gtk/GNOME technologies.**

Jose Dapena Paz

Modest is a modern e-mail client designed for mobile and embedded devices, that focuses on providing a simple user interface, even when it offers advanced e-mail functionality. It's the default e-mail client for the Nokia N810 and N900 devices.

Modest source code is available in Modest Gitorious repository.

Modest is based on the GObject based Tinymail/Camel framework, that provides a simple and extensible API for e-mail services, and support for SMTP, POP and IMAP (including the most popular extensions of IMAP protocol).

In this presentation we will talk about the changes in Modest 4. This release is the first to be targeted to Maemo, Meego and Gnome desktop, with the focus on providing the very same user experience in all the supported platforms and devices.

We'll talk about the challenges of portability, and the details on how to create an application suitable to such different platforms and environments, using Gtk and Gnome technologies.

We'll finally invite the audience to discuss about Modest, and the future of e-mail and messaging in mobile environments.

## **Malware threats to a Linux desktops - How to prevent the Windows mess**

Thorsten Sick

### **Abstract**

This document aims to give a quick overview of the evolution of malware, focussing on the current underground economy.

The main part of this document will identify weaknesses in this system and will result in some hands-on tips how a desktop systems can be immunised against this kind of attacks.

### **Author**



Thorsten Sick (Dipl. Ing. FH) works for AVIRA, a German anti virus company as engine developer. The engine is the last line of defence against malware attacks in a virus scanner-used when Signatures fail. He developed a SPAM filter, a detection engine for mobile phones and the detection heuristics for HTML/JavaScript and PDF malware.

Additionally he contributes to GNOME and especially Seahorse.

When he doesn't try to save the world at the computer he practices Aikido (1st Dan), a Japanese martial art.

To be able to manage all these things every day within 24 hours he decided to throw out his TV set.

## GNOME, Linux mobile stacks, and you!

Andrew Savory

Recent consolidation and convergence in the mobile linux platform community represent a range of challenges and opportunities for GNOME developers.

This talk will look at how LiMo is using the GNOME Mobile stack. It will also identify the key areas of attention and concern for the members of the mobile ecosystem, and will discuss in general the future of GNOME on mobile linux.

This talk will be largely non-technical in nature, but should be considered essential for anyone interested in developing for linux mobile devices, and for anyone interested in ensuring the success of GNOME as a mobile platform.

## Tracker's place in the GNOME platform

Martyn Russell

Tracker: a semantic data storage service with a powerful search engine. There are a lot of open questions about Tracker. Why use it? Does it belong in the platform? What should be stored in Tracker? How to use Tracker in your application? This talk attempts to answer some of those questions while at the same time providing some examples and live demonstrations of the capability Tracker has to offer.

## GNOME 3: the Telepathic Desktop

Guillaume Desmottes

GNOME 3 is a very important milestone for the Empathy and Telepathy teams. In this talk we'll present our goals for 3.0 regarding Empathy features but also the integration of Telepathy in the GNOME desktop, including gnome-shell.

We'll show new features and improvements that have been developed in the Telepathy framework and Empathy during this year and how they improve the GNOME user experience.

This talk will also be a good time to look back at my presentation during last GUADEC, "Let's make GNOME a collaborative desktop", and show how some mockups have turned to actually working code one year later.

## GNOME in Asia and Brazil

### GNOME in Asia

Emily Chen

GNOME.Asia Summit is the yearly GNOME Users and Developers Asian Conference. The event focuses primarily on the GNOME desktop, and also covers applications and the development platform tools. It brings together the GNOME community in Asia to provide a forum for users, developers, foundation leaders, governments and businesses to discuss both the present technology and future developments.

GNOME.Asia Summit was held in Beijing, China during 2008 and in Ho-Chi-Minh City, Vietnam during 2009. We would like to continue finding new national locations as we spread GNOME throughout

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Asia. The work for GNOME.Asia 2010 is starting already. A good potential spot is Taiwan, where there is interest and where the summit could be co-hosted with local events.

GNOME.Asia is much like a few trees just planted and we want to grow a forest in Asia.

We would like present below point: 1. GNOME.Asia Summit plan and road 2. GNOME in Beijing -- Beijing GNOME Users Group 3. How to better grow GNOME community in your city

GNOME in Brazil, how to keep a constant growing community.

Jonh Wendell

GNOME is one of the biggest FLOSS communities in Brazil, and it keeps growing every day.

This paper wants to show what Brazilian Gnomers are doing for keep it, what are the actions, the motivations, and what the user are expecting of the GNOME community.

The desktop environment is a very important part of the Operation System, help the users to understand it makes all the difference. Knowledge how to get members of the Linux distributions user groups is a important way to aggregating new members in GNOME community.

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# *openismus*

## Inside the Banshee Awesome Factory

Gabriel Burt

Hear about how the Banshee media player earned broader adoption and grew its community this last year by lowering barriers to contributing, releasing more frequently, and working tirelessly to assist users and contributors. View the latest, inside analysis of how Banshee is used, generated from reports by thousands of anonymous, opted-in users. See the full (but simple!) steps to fix a small bug and create a new extension. And learn the awesome magic powering some of Banshee's coolest features, including Shuffle by Similar.

## Bluetooth for GNOME: Foh Shizil

Bastien Nocera

Support for various Bluetooth technologies has come leaps and bounds this year again. We will be presenting the various user visible changes, including PAN, Dial-Up Networking, and the new Moblin user interface.

## Is your GNOME connected ? Unifying the online and the offline using semantic services

Adrien Bustany

While the popularity of web based applications has been growing very rapidly over last years, we've seen relatively little integration in the GNOME desktop to ensure a consistent user experience when it comes to mixing online and offline data. Various applications can take advantage of web services to upload photos, or read tweets, but these integration bits, while useful, are not well integrated in the desktop.

This talk explains how we can take advantage of the recent progress made on the Tracker[1] project to build a more coherent user experience, which includes both online and offline services in a unified

way. It shows how we can connect a local repository to online services, and how we can take advantage of this to allow seamless data access and synchronization, as well as automatic metadata enrichment.

The challenge we are tackling here is quite important, as we can leverage the power of Tracker and its web modules to make the next GNOME truly connected, and build attractive mashups. As of today, there's no free or proprietary desktop environment offering such a deep integration. So GNOME has to keep the lead! [1] <http://projects.gnome.org/tracker/>

## Cluttersmith a Visual Clutter Based Design and Development Aid

Øyvind Kolås

ClutterSmith provides means to prototype interactions, visual feel, UI structure and animations for declarative UIs built on clutter as well as widget sets building on Clutter. It aims to provide an environment where both visual, interaction design and the logic of an application can be re-iterated at any stage of development.

## Identifying software projects and translation teams in need

Andre Klapper

GNOME has lots of software modules in its code repository. Many of them have not seen development for a while because the maintainer is absent, hence interested contributors have no idea who to contact to get things going again, plus translation teams spend time on translating projects that most likely will not see any tarball releases anymore. This talk will show ideas how to identify such software projects and also translation teams in need in order to discuss how to proceed in such cases.

# MeeGo

## Challenges of debugging binary programs in GNOME

Jonathon Jongsma, Dodji Seketeli

In the Free Software world binary applications debugging needs have been growing and becoming more complex over time. This is related to many factors. Not only has the software size grown, but the organizations responsible of the programming are getting more and more geographically distributed and liquid. People coding on projects come and go.

Many current programmers of a given software were not present at the start of the project. Thus, debugging tools are not only expected to help fix bugs, but also to help learn about the code base, and even participate in related tasks such as optimization.

There are however many road blocks on the way to meet those expectations. The binary programs are more and more aggressively optimized to leverage the sophistication of modern processors. This induces deeper discrepancies between the source code representation of programs and their final binary representation. Yet, debugging tools are more than ever expected to reconstruct the initial source code representation from the binary; and be fast, despite the binary code size explosion. The tools must also continually adapt to the evolution of the programming languages.

Not only must these constraints be taken in account, but the interfaces proposed to users must be polymorphic enough to address the diversity of use cases that span across IDEs, command line oriented debugging, standalone graphical oriented debugging, non-stop tracing oriented debugging, optimization, etc.

Thus, the proposed talk will

- Quickly present the basics of the GNU/Linux debugging stack from the binary producer standpoint -the compiler- and show how it is supposed to lay down the foundations needed to tackle the challenges I exposed above.
- The recent improvements in the different low level debugging tools like GDB.
- Present the Nemiver debugging stack and where it fits in the different debugging scenarios
- Present the recent improvements in Nemiver to leverage the platform improvements.
- Present the plans to further enhance the debugging experience

## Embracing the web - Integrating web services within GNOME

Rob Bradford

Web services are becoming increasingly important for people to communicate and share. In the Meego for Netbook (formerly Moblin) user experience we've made online service interaction a key aspect of the experience.

In this session I will give a recap of libREST and libsocialweb (formerly Mojito) and how they've evolved from what was shown last year, including a demonstration of geolocation aware social web services. I will also demonstrate some more web service integration for the GNOME experience

libREST is a library that is designed to make accessing RESTful web services as easy as possible, libsocialweb is a technology that builds on libREST to allow applications to interact with online social web services such as Twitter, Flickr and Last.fm

## Changing the Desktop Game

Fabrice Mous

The Every year the IT press dutifully writes about the breakthrough of the Linux desktop for the upcoming year. It is said that the enterprise and consumer market is fed up with these expensive operating systems and their desktops and the Linux desktop breakthrough is really forthcoming.

Today, we are still awaiting this breakthrough. It seems that using open source software and Linux on the desktop isn't that easy.

So it's time to ask ourselves some questions and dare to define new positions on this matter. Does open source and the Linux desktop have a future and if so what users are we trying to service? What are the current barriers for the adoption of the Linux desktop? Which trends do we see for governments and the market space and what role does the GNOME project play in this field?

## **My platform is bigger than yours: a plan to save GNOME with WebKit and HTML5**

Xan Lopez, Gustavo Noronha

The Web has come a long way very quickly these last few years. Old, quirky, and ugly 'home pages' are being increasingly replaced by good-looking, functional, and fast applications that are comparable in quality to our best of breed desktop applications.

This talk intends to present what technologies are available for web developers today, how WebKitGTK+ makes them also available to desktop developers, and how GNOME may make use of this technology to attract more developers and bring more applications to its ecosystem.

## **GNOME Color Manager: exploring the user experience and integration points for a 100% color managed desktop**

Richard Phillip Hughes

GNOME Color Manager is a new project intending to make color management in the GNOME desktop "just work". In this presentation I will quickly introduce why color management is required, and also the problems introducing a color management workflow. We will compare and contrast the frameworks commonly used in OSX and Windows 7. By discussing the integration points, we will be talking to application developers and platform maintainers in order to shape the future development of GNOME Color Manager. We will also spend some time exploring the intricacies of a color management framework best suitable for GNOME, and how GNOME Color Manager can start to provide this functionality.

There will be time left for questions and discussion. It is expected the audience will be moderately technically skilled, and possess a basic understanding of color management.

## **Quality translations in GNOME**

Sílvia Miranda

GNOME speaks many languages, which is extremely important in order to get as many users as possible. However, is the quality of the translations good enough? Applications are developed by

# UBUNTU

## user

developers, but translations are rarely done by translators. And, in many cases, the quality of translations is neglected. How can we improve the translation process in order to make sure that the quality of translations is as good as possible? I would like the talk to be an open discussion about the different methods used by different GNOME translation teams. I will also present different workflows, tools and applications that can make our life easier -and improve the quality- when it comes to translating and reviewing translations: translation memories, glossaries, Gtranslator, Translate toolkit, Open-tran...

### Epiphanies about hacking (not only) browsers

Diego Escalante Urrelo

The goal is to share Epiphany plans while also sharing experiences about all the things we have gone through in the project: migration of user data, broken libraries, lack of extensibility, etc.

I think it would fit somewhere between "low fat" development talks and products talks. You'll see that I have placeholders in "3.0" section, that's because we haven't yet decided on what will work on for 3.0, but we surely want to do some totally new cool stuff.

**Goals:**

- Share experience and stories about general hacking, using Epiphany as an example
- Share plans about Epiphany 3.0

**Audience:**

- Developers looking forward to hear and share some general hacking ups/downs.
- Users/Developers curious about Epiphany 3.0
- Users of Epiphany

**Draft agenda:**

- What's up in Epiphany lately:
  - gecko -> webkit transition chaos
  - a quick review of all the stuff we fixed lately
  - Our ups and downs:
  - Setting up an env for Epiphany hacking
  - Gecko was a down, badly: libraries not caring about stability
  - Consequences of deprecating stuff like bindings
  - Hacking the library and the consumer of the library: total WIN.
  - Epic build times
  - The adventure of migrating user data: every user counts
  - Fear of change and why we don't try new things a bit more
  - Lack of extensibility
  - Cheating the world when you are a minority (yes, like user agents)
  - Who we develop for? Our grandpa or our grandchild?
- **What we are cooking for 3.0:**
  - A quick and small summary of WebKit stuff we are waiting for
  - The challenge: Instantaneous location entry completion
  - Exploring Seed possibilities:
  - allowing pages to use imports.gi?



- allowing extensions to access the page context: defined functions,
- **dom, etc**
  - Our not yet even planned new cool extension system
  - Placeholder :)

## Cairo: 2D in a 3D world?

Christopher Paul Wilson

Cairo has had a lot of success in establishing itself as an easy-to-use, versatile, high-quality 2D vector drawing API. However, our environment has moved beyond a simple 2D desktop and into the third dimension and within the toolkits that manipulate and animate the next generation of user environments, Cairo is falling out of favour. The question is why? The goal is then to identify what is missing from Cairo that hinders adoption and how we should address those issues. Along the way we shall investigate stroking of Bezier curves in a projective space, integration of Cairo into a GL stack and the thorny issue of performance.

## Bringing the Network back into GNOME: Technologies

Zeeshan Ali (Khattak), Lennart Poettering

At last year's GUADEC, John Palmieri gave a presentation "Thinking Outside The Box (Bringing the Network back into GNOME)". In that presentation, he described how the idea of the 'network' was at the core of GNOME from the very beginning of the project, but since then gradually became less and less relevant for GNOME although it became more and more important in the world around us. This change was rooted mostly in the fact that the technologies chosen for achieving this goal (CORBA, ORBit, Bonobo, ...) turned out to be difficult to grasp for developers as well as users. Meanwhile, D-Bus became widespread on the free desktops and developers focussed more on local IPC using D-Bus rather than RPC across the network.

Our talk will build on the ideas John presented in his talk, we will however focus more on the actual protocols and technologies that are already available for many platforms and products and in GNOME, and when, how, and to what extent to use them in pragmatic solutions.

We will give an overview on various established protocols, such as HTTP, SOAP, XMLRPC, D-Bus, UPnP, DLNA, mDNS/DNS-SD, DAAP/DMAP, and many more, as well as libraries and systems implementing those. We will talk both about internet-wide connectivity for web services, as well as local connectivity between stationary or mobile devices.

## PackageKit one year on: what's changed, and where are we heading

Richard Phillip Hughes

PackageKit is now an established project with a team of developers, and stable front-ends to KDE and GNOME. In this presentation I'll explain what progress we've made in the last year, and what direction the projects are heading. This talk will focus on how application authors can leverage PackageKit, and what PackageKit is now allowing applications to do. We will talk about unresolved issues such as application installation, config file handling (during the transaction) and dealing with complex package management tasks in an abstract daemon.

There will be time left for questions and discussion. It is expected the audience will be technically skilled, and possess a comprehensive understanding of package management.

Session duration (including warm-down): 30 minutes.

## Growing communities with Launchpad: Ubuntu and GNOME

Danilo Segan

Launchpad is usually seen as one of two things: Ubuntu development platform, or project hosting service. It is, well, neither: it's a community hosting/connecting platform (or at least strives to be). It hosts an enormous community around Ubuntu, and a number of smaller communities around other projects, but how well does the information gathered from that community flow upstream to projects like GNOME?

A look at how Launchpad, now an open-source software base, has historically connected upstreams with the wide Ubuntu community, and how is it improving to bridge the gap between two development and user communities (yes, there is a lot of development going on, with GNOME getting the most attention). A case-study of translations, a historical sore point for many GNOME translation contributors. And lots of data on bugs, patches and contributions. <https://launchpad.net/>

# Around the Event

The event takes place in the city of The Hague. The city has 482,510 inhabitants and is the second largest city in the Netherlands. It has 30 theatres, 26 cinemas, 45 museums, 4,211 shops, 7 outdoor markets, 64 hotels, 490 restaurants and 363 cafes.

## Venue

GUADEC 2010 will be held at the Haagse Hogeschool (HHS) in The Hague, The Netherlands. The HHS is located directly adjacent to the Den Haag HS train station.

Haagse Hogeschool (HHS)  
Johanna Westerdijkplein 75  
2521 EN, The Hague  
The Netherlands

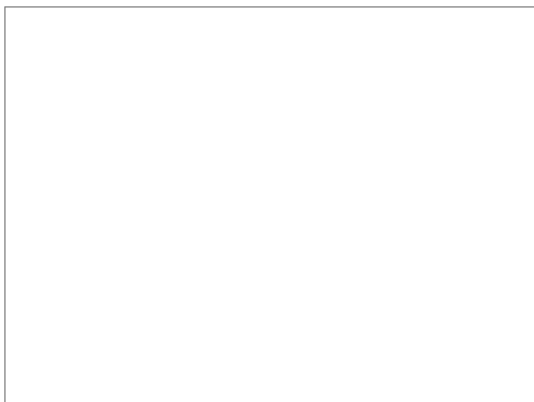
## Accommodation

### Hotels

GUADEC 2010 visitors will be able to obtain special rates at select hotels in The Hague. The Accor group operates several hotels in the city of The Hague, from the city center to the seaside. Rates are per room — regardless of whether they are occupied by one or two guests — including breakfast buffet, and can be booked on the special GUADEC 2010 booking page for each of the hotels. Note that the special rates only apply when booking a stay of 3 nights or more.

To book, select a hotel:

- IBIS Den Haag City Centre  
€ 79.00 per room per night



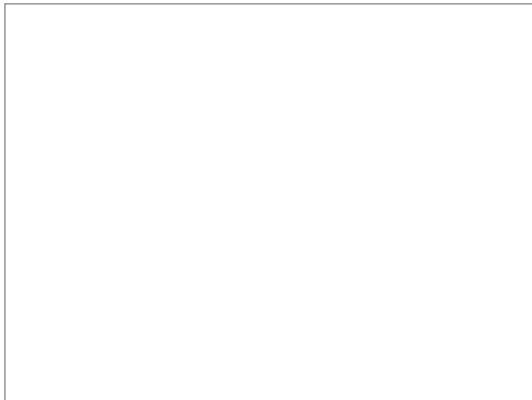
- Novotel World Forum  
€ 85.00 per room per night



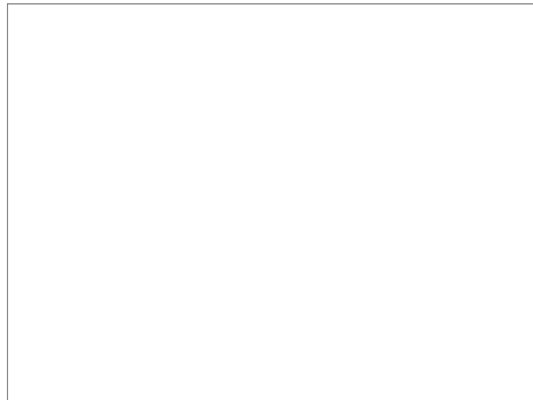
- Novotel Den Haag City Centre  
€ 95.00 per room per night



- Mercure Den Haag Centraal  
€ 95.00 per room per night

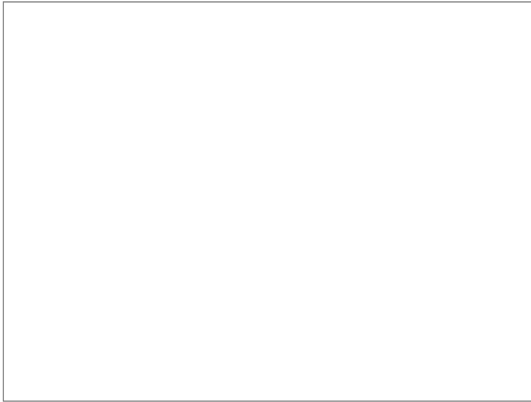


- IBIS Den Haag Scheveningen  
€ 105.00 per room per night



These rates apply for bookings made up to one month before your arrival, subject to availability. Make sure you get the GUADEC 2010 preferential rate, indicated by a border around the price and the text 'GUADEC 2010'.

## Hostels and other accomodation



Stayokay Den Haag is housed in a beautifully restored building in the style of the Amsterdam School, located in the heart of the city at a 5 minutes walk from the venue and the Den Haag railway station, and offers affordable accommodation as well as meals. The rooms are shared with 4, 6 or 8 people. Stayokay Den Haag will give a truly regal touch to your stay in The Hague!

The GUADEC 2010 rates are:

- € 27.50 per person per night, bed + breakfast
- € 39.00 per person per night, bed + breakfast + dinner

These rates are available for booking by phone on +31 70 315 788, or email: [info@denhaag.stayokay.com](mailto:info@denhaag.stayokay.com). Make sure to mention 'GUADEC 2010', and ask for these rates.

*Other hotel options* in Den Haag or Scheveningen Beach include:

- Jor Place Beach Hostel
- El Cid Budget Hotel
- Duinhorst Camping
- Couchsurfing.org

## Transportation

### Airplane

Visitors from outside of Europe will most likely travel to Amsterdam Schiphol Airport (AMS). From AMS, trains run at least 4 times an hour to "Den Haag Centraal Station (CS)" and "Den Haag Hollands Spoor (HS)". Buy tickets inside the main hall.

*Other airport options* may be cheaper for in-Europe travel:

- Brussels Airport (BRU)
- Rotterdam Airport (RTM)
- Eindhoven Airport (EIN)

City trams or moderately-priced taxis can take you from the train stations to your hotel or the conference location.

## Long Distance Train

Thalys provides service from France and Belgium to Rotterdam, where passengers can change trains to The Hague. Travellers from Germany and Austria may take the ICE international. The Eurostar takes passengers from London to The Hague via Brussels. Further details can be found on the Dutch rail-system website: NS Hispeed.

## In-city

Multi-day bus and tram passes are available to buy from the Central Station. Otherwise, single-ride tickets in-city are € 1.60 or to Scheveningen € 2.40.

We are working to provide 3- and 5-day congress tickets, so please ask for them at the registration desk before buying your own tickets.

Renting a bike for a week seems to cost about € 40 (see e.g., [rijwielshopdenhaag.nl](http://rijwielshopdenhaag.nl) and [rijwielshop-hollands-spoor.nl](http://rijwielshop-hollands-spoor.nl)), and will usually require a € 50 deposit. Groups may be eligible for a discount. Note that helmets are rarely used in the Netherlands.

## Food

The Hague offers many different choices for participants to choose from. An active Asian community in the city brings lots of Chinese and Sushi options. The beach offers steakhouses with a view, and the city center has options for omnivores and vegetarians alike. City squares are great places to meet friends for a coffee or beer, with a bit of music or people watching for free. Please view the map in next page to get an idea of where to go out in The Hague.

## Points of interest in The Hague

Points of interest – Google Maps ([link](#))

