State of The KDE Address

Everything that is, desires to be
As we act, we unfold our being

- Dante Alighieri

Aaron Seigo <aseigo@kde.org>, 2006

KDE 3: 10 Years in the Making

Resource Friendly Applications Management

Stable Complete Integrated

Availability Supported Mature

Flexible Popular Components

THE DISCLAIMER®

Anything we talk about is subject to change before the 4.0 release.

No animals were harmed in the making of this presentation.

Any resemblance to anyone living is completely intentional.

Creating An Experience

Beauty · Portability · Function

Beauty · Portability · Function

Oxygen :: A breath of fresh air!

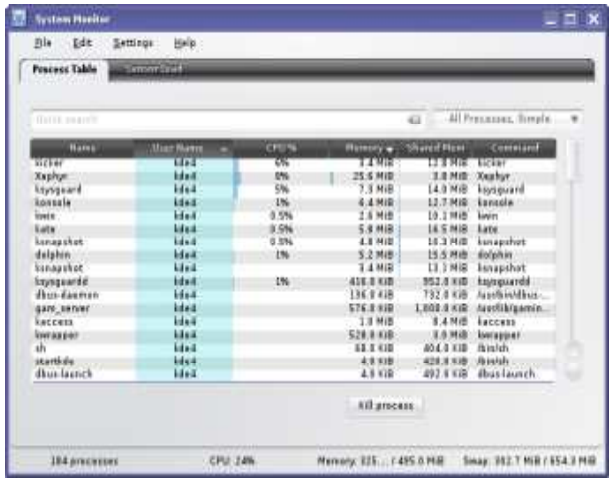
Highlights:

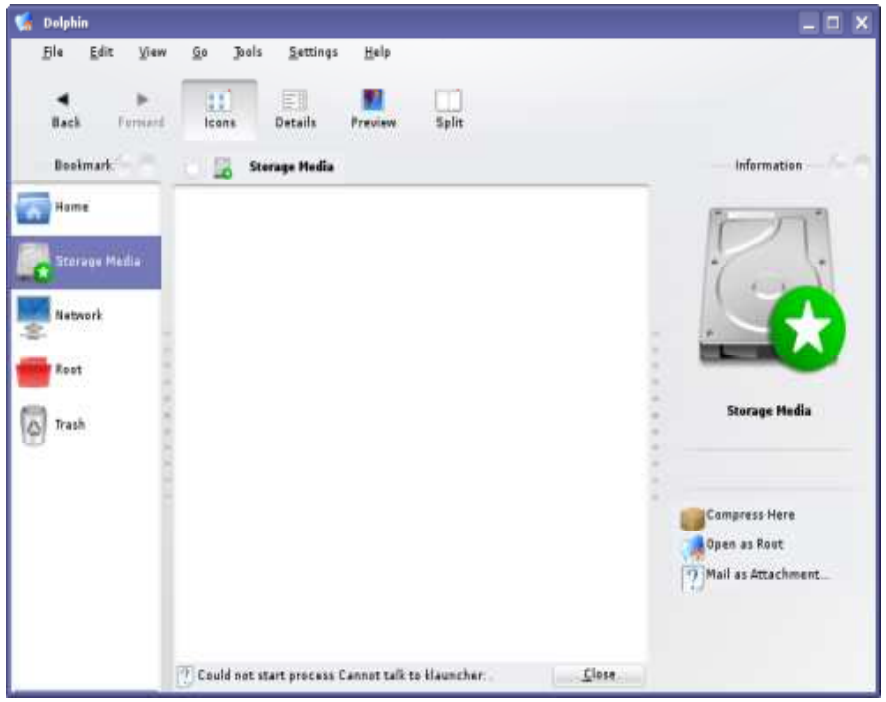
- Scalable icons (SVG)
- Widget and window styling
- Web site and application artwork
- Mouse cursors
- Audio

Why it matters:

- People eat with their eyes
- Usability part of the design process

Oxygen :: A breath of fresh air!





Usability

OpenUsability

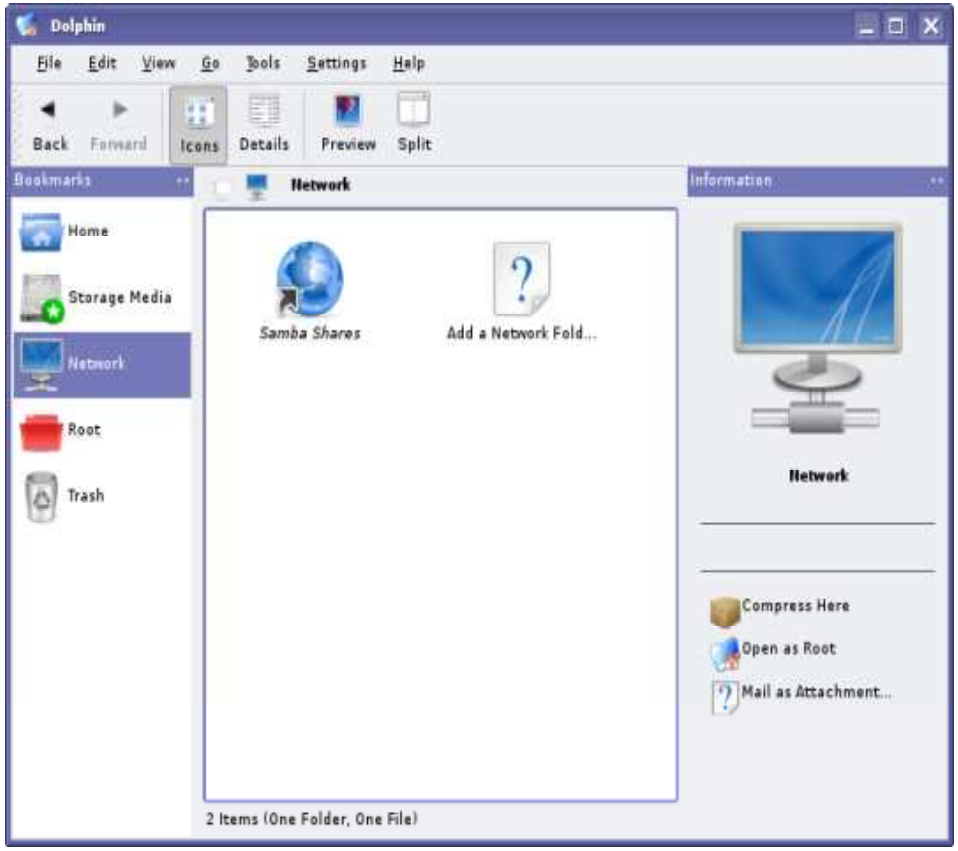
Highlights:

- Modern and extensive HIG
- Research-driven development

Why it matters:

- Usable software makes users happy
- Guidelines give developers something to aim for

Usability


Dolphin
File Edit View Go Tools Settings Help
Back Forward Icons Details Preview Split
Bookmarks
Home
Storage Media
Network
Root
Trash
Network
Samba Shares
Add a Network Fold...
Information
Network
Compress Here
Open as Root
Mail as Attachment...
2 Items (One Folder, One File)

Graphics Programming

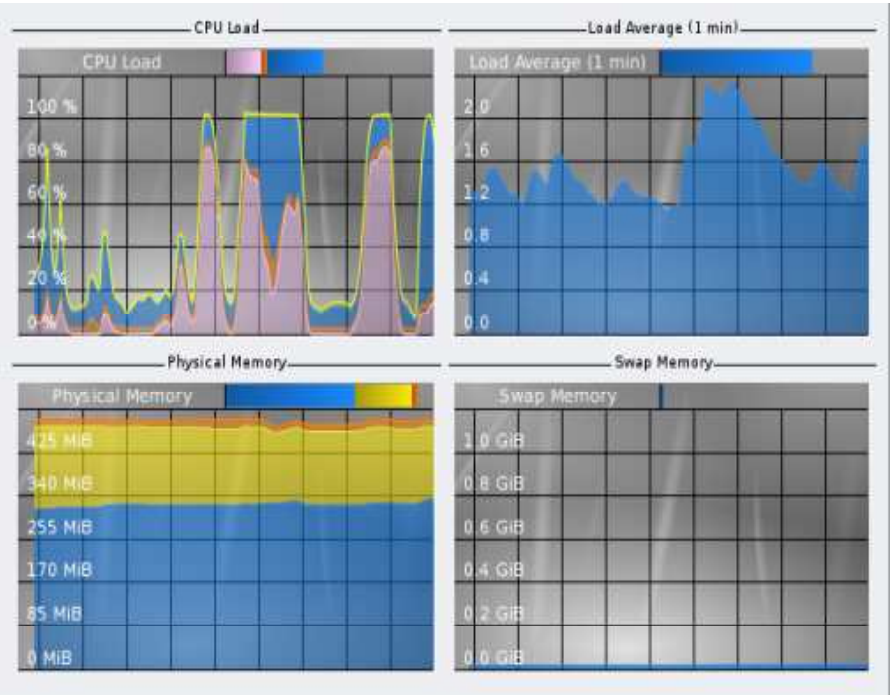
Highlights:

- Arthur
- SVG
- GraphicsView

Why it matters:

- Makes it easy to do hard things
- Organic interfaces

Graphics Programming



Beauty · Portability · Function

What Is Portability?

Inbound

Making it easier to run software in KDE

Outbound

Making it possible to run KDE software on various operating systems

Portability Goal #1

Developers, developers, developers!

Portability Goal #2

Open standards!

Portability Goal or Nice Side Effect?

User base

Application availability

Platforms

	Libraries	Backends	Applications	Workspace
Linux	✓	✓	✓	✓
Solaris	✓	✓	✓	✓
BSD	✓	✓	✓	✓
*nix	✓	✓	🚧	🚧
Windows	✓	🚧	🚧	✗
MacOS	✓	🚧	🚧	✗

Standardizaton

D-Bus

Mimetype database

Icon naming

Search metadata

Presence

Notifications

Jobs?

TechBase

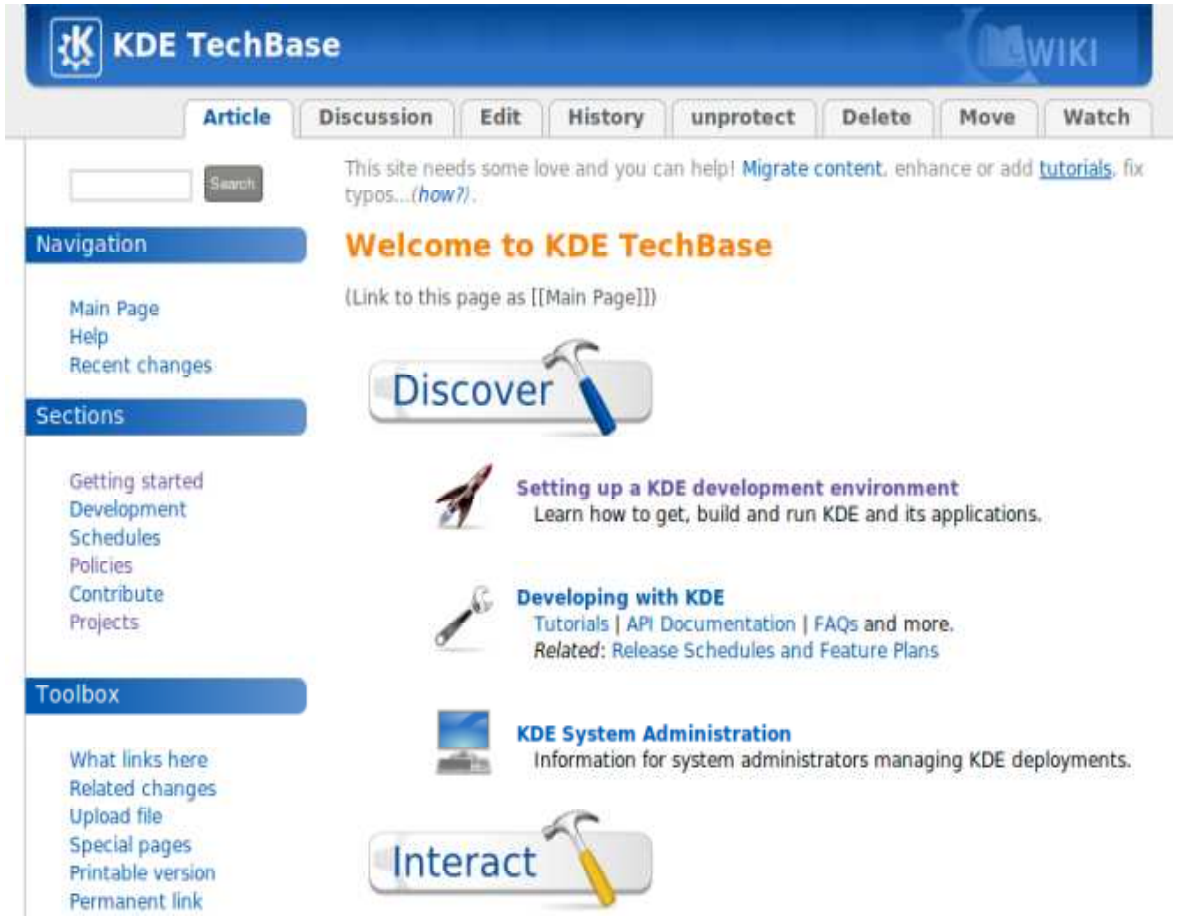
Wiki Website

Partner Program

Development

Sys Admin

Integrators



Beauty · Portability · Function

Accessibility

Accessibility Toolkit via D-Bus

Text to speech

Screen magnification

AccessKeys

Solid :: Hardware awareness

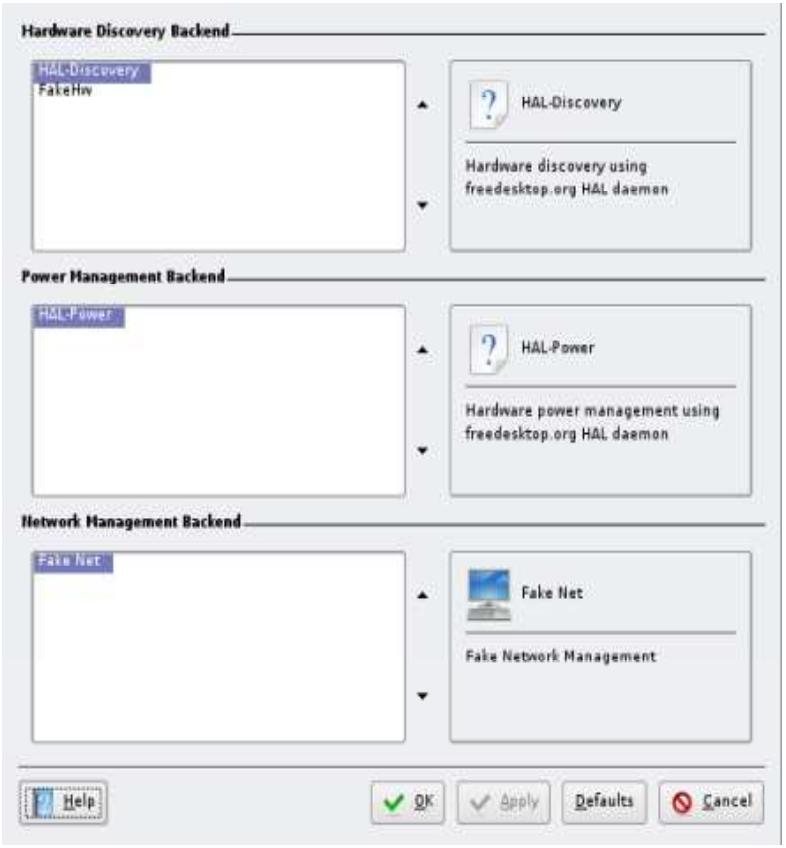
Highlights:

- Platform specific back-ends (e.g. HAL/DBUS)
- Makes hardware integration accessible to developers

Why it matters:

- Users expect software to respond to hardware events
- Future proof
- Portable

Solid :: Hardware awareness



Phonon :: Desktop multimedia

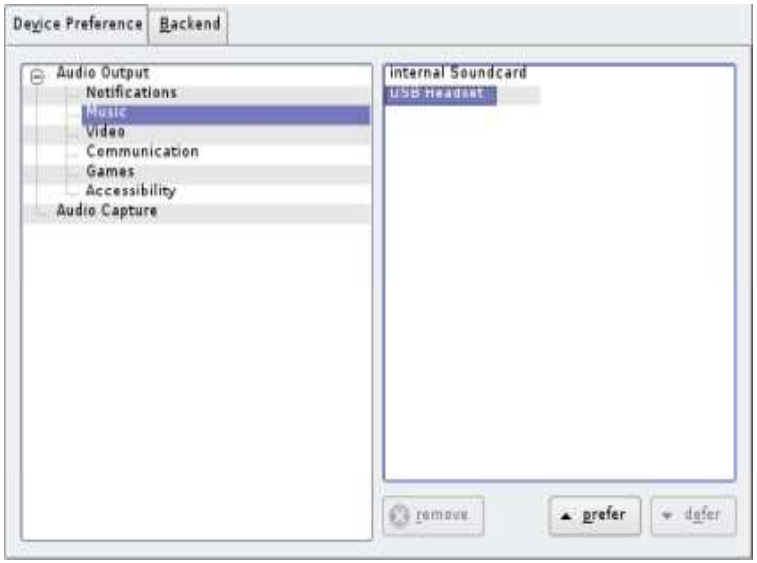
Highlights:

- Platform specific back-ends
- Covers 95% of use cases allowing for a sane API

Why it matters:

- Multimedia has been a weak point due to API complexities
- Future proof
- Portable

Phonon :: Desktop multimedia



Phonon :: Desktop multimedia

Decibel :: VOIP service architecture

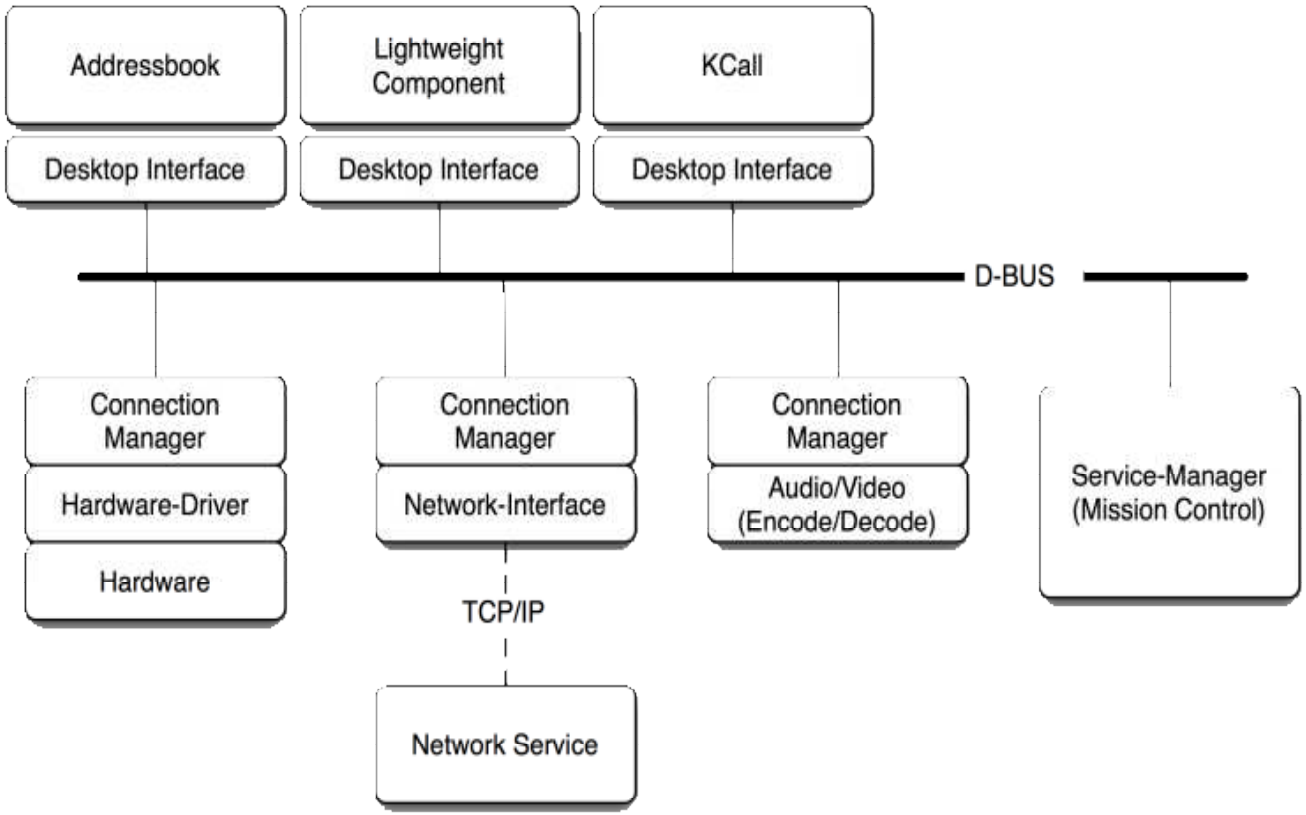
Highlights:

- Pervasive VOIP and chat services and coordination
- Tapioca project collaboration

Why it matters:

- VOIP is emerging
- Offers integration

Decibel :: VOIP service architecture



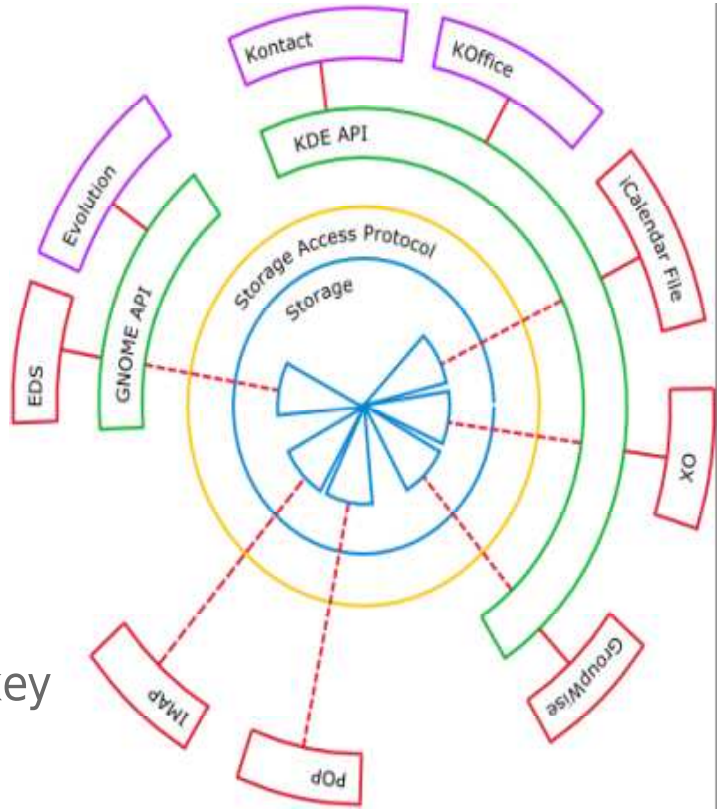
Akonadi :: Contacts and messaging store

Highlights:

- Flexible
- Scalable
- Sharable

Why it matters:

- Computing is communication
- Coordination between apps is key



Sonnet :: Spelling and grammar checking

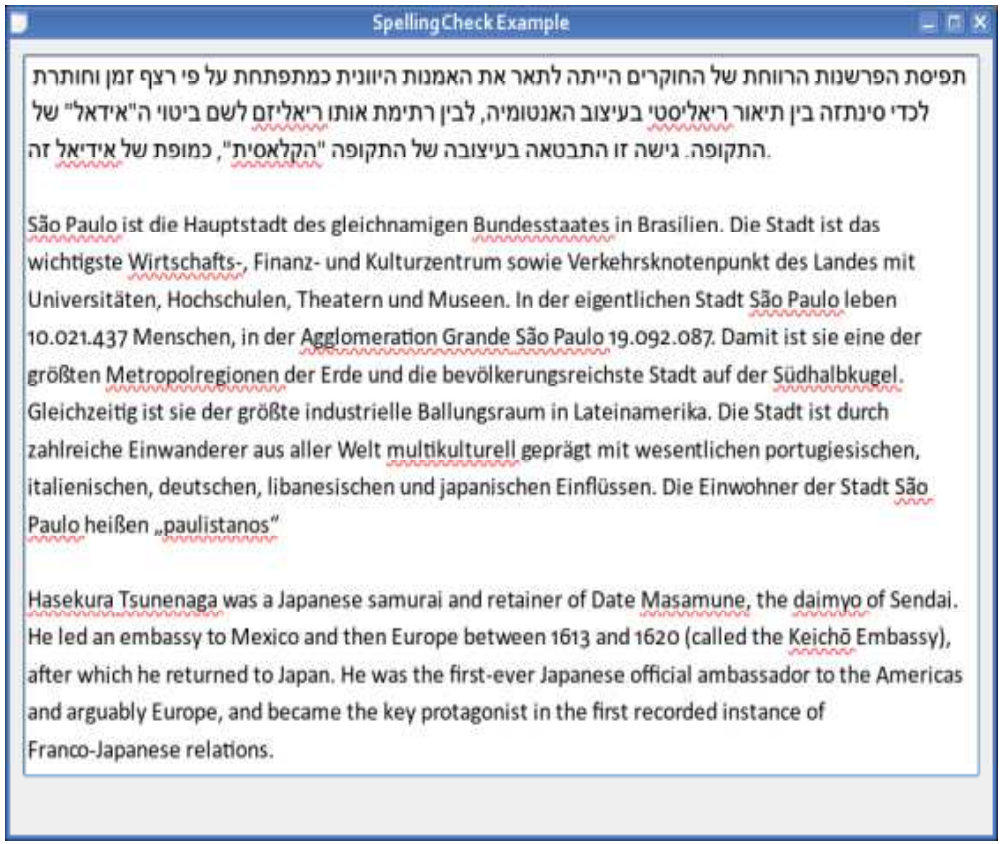
Highlights:

- Multi-language
- Resource friendly

Why it matters:

- Speling is fer evaryone!

Sonnet :: Spelling and grammar checking



Kross :: Application Automation

Highlights:

- Multi-language
- Run time bindings

Why it matters:

- Enables scripting of applications

Kross :: Application Automation

```
// Create the testobject instances.
TestObject* testobj3 = new TestObject(0, "TestObject3");
TestObject* testobj4 = new TestObject(0, "TestObject4");

// First we need a Action and fill it.
Kross::Action* action = new Kross::Action(0 /*no parent*/, KUrl(scriptfile));
action->setInterpreter( interpretername );
action->setCode( scriptcode );

// Publish other both testobject instance to the script.
action->addObject( testobj3 );
action->addObject( testobj4 );

// Now execute the Action.
action->trigger();
```

ThreadWeaver :: Easy Multi-threading

Highlights:

- Worker thread pattern
- Easy enough for mortals

Why it matters:

- Multi-core is becoming more and more common
- Better application responsiveness

Strigi :: Search and indexing

Highlights:

- *Fast* and light-weight
- Uses D-Bus
- Social semantic desktop

Why it matters:

- Massive amounts of data is the norm not the exception
- Can be the basis for *really* interesting applications

Applications

Introducing some new and improved applications ...

Plasma :: Workspace evolving

Highlights:

- First impression beauty, long term usability
- New concepts for the desktop
- Easily extensible: engines and visualizations

Why it matters:

- The desktop should be useful rather than an icon ghetto
- Organics!

Plasma :: Workspace evolving

Okular :: Universal document viewer

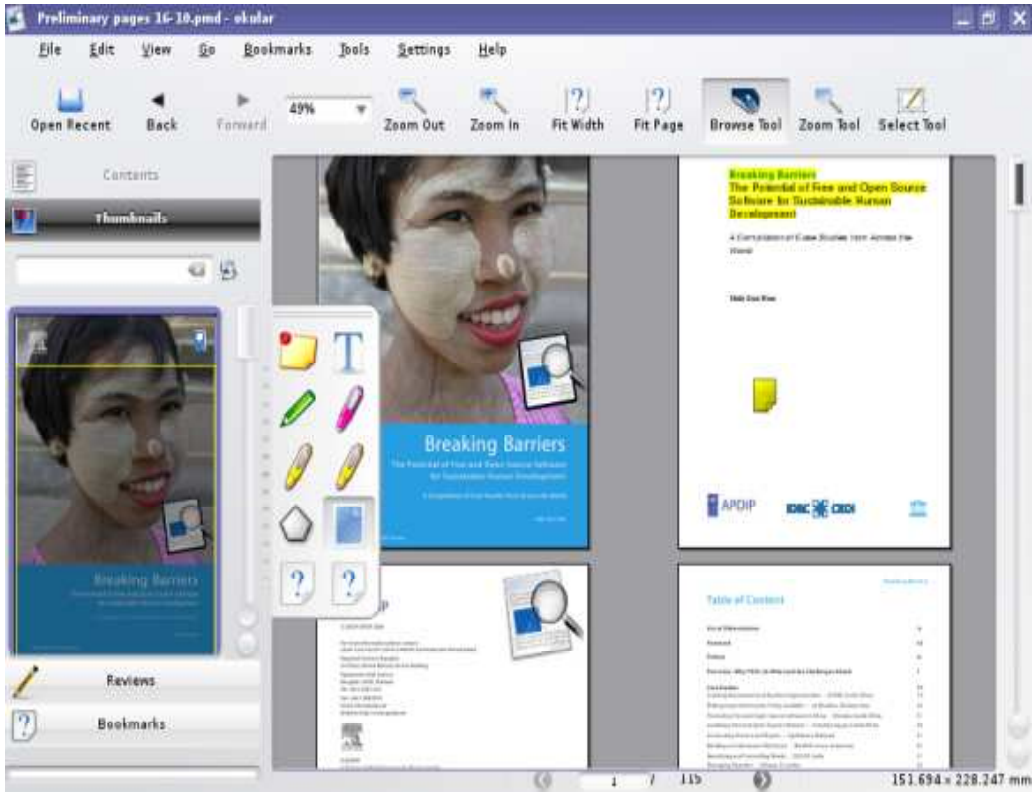
Highlights:

- 11 file formats and counting!
- Annotations
- Optional DRM

Why it matters:

- Being able to read documents is critical to using a computer
- Why not do it better?

Okular :: Universal document viewer



Dolphin :: File Management

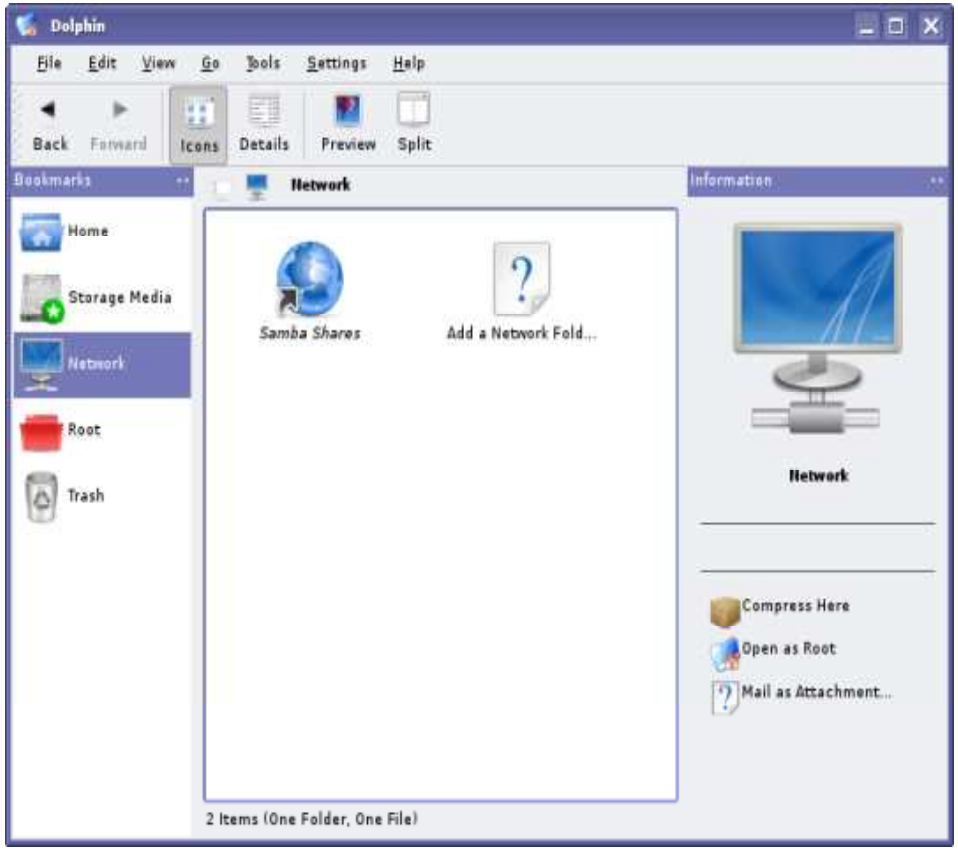
Highlights:

- An emphasis on usability
- Extensible, network transparent
- Tagging and metadata
- Compliments the ultimate power tool: Konqueror

Why it matters:

- Dealing with data (files) is why we use computers

Dolphin :: File Management



KOffice 2 :: Content creation suite

Highlights:

- Integrated, lightweight and consistent
- Covers the basics
- Extensive application scope
- ODF

Why it matters:

- Provides another use case for ODF
- Fills several application gaps

KDE Edu :: Educational software

Highlights:

- Collection of 25 applications
- Science: KStars and Kalzium
- Language and geography
- Younger children

Why it matters:

- Getting FOSS into schools is important
- Youths deserve FOSS too

KDE Games :: Fun, fun, fun!

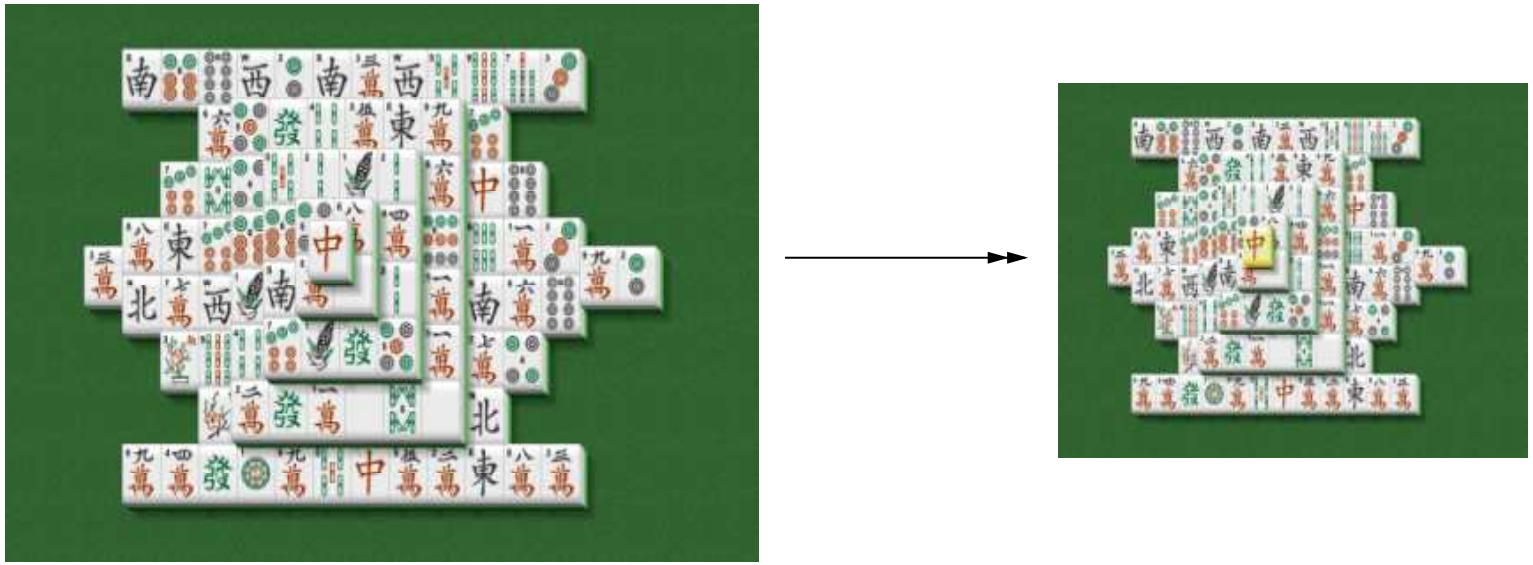
Highlights:

- Improved artwork
- Good selection of light but fun games

Why it matters:

- All work and no play makes Johnny a boring boy.

KDE Games :: Fun, fun, fun!



And on and on!

Apps Big and Small!

Amarok, Kaffeine, Digikam, Kate, KWrite, KSnapshot, KJots, KDevelop, Quanta, Kopete, RDP/VNC/NX, KCharSelect, KWin/Composite

Bindings: Javascript, Java, Python, Ruby, C#

Backends: GStreamer, Xine, NMM, HAL

Get involved!

Getting Involved

Don't think you have the skill set?

- Promotional work
- Documentation
- Translation
- Artwork
- Web sites
- User support
- Software development

Getting Involved

Engaging the community

- Email: http://kde.org/mailinglists/
- IRC: #kde-devel, #kde-artists, #kde-promo, etc.

Installing KDE4

- http://developer.kde.org/build/trunk.html

Q & A

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