



GNOME

2009 ANNUAL  
REPORT



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[WWW.GNOME.ORG](http://WWW.GNOME.ORG)

Hi GNOME Fans!

Last year I started off my letter by stating GNOME's mission and how happy I was to be working with the GNOME Community on that mission. I'm happy to say that I am even more impressed and motivated by our community. Our mission remains strong: GNOME's goal is to provide free and open source computing to everyone regardless of ability. During the past year we've made a lot of progress. We had a lot more activity from hackfests and events to new teams to new ways of communicating.

When I talk to companies and individuals about GNOME, they often ask how many people the GNOME Foundation employs. When I reply "One and a half, soon to be two and half!", they look at me in shock. Then I get a chance to explain to them how GNOME works and how our vibrant and healthy community is at the core of it.

I would like to give a big thank you to all the people that work on GNOME that make it all possible.

I'd also like to thank the millions of GNOME users out there for supporting a free desktop that accessible to everyone.

We appreciate every one of you. I have the chance to thank some of you individually in this letter but there are many more people out there that should be mentioned.

Next time you see someone doing something good for GNOME, take a minute to drop them a note and let them know you appreciate it. Thanks to all the GNOME contributors and users out there. Pass it on! In this year's annual report, you can read about the magic that happens behind the scenes. GNOME teams from the bugsquad to marketing to sys admin have been writing regular reports. Now for the first time, you can get regular updates on how things happen in GNOME. Did you know that we closed 40,280 bug reports in 2009? We've been busy!

**GNOME 3 planning** GNOME 3 is coming out in 2010. During 2009, the release team came up with the plan and the release schedule. All the GNOME teams are working hard to make GNOME 3 happen from design to marketing to documentation to all of the development teams. We've had a lot of activity in both code and documentation as well as many hackfests.

Centeredcent around GNOME 3. Thanks to all those on our release team who work hard behind the scenes to make GNOME a reality every 6 months. Thanks to Andre Klapper, Frederic Crozat, Frederic Peters, Karsten Bräckelmann, Kjartan Maraas, Lucas Rocha, Matthias Clasen, Olav Vitters

and Vincent Untz.

**Marketing** While many teams have had a lot of activity this year, I think it's worth pointing out how much the marketing team has accomplished. They launched the new Friends of GNOME campaign which resulted in almost \$30,000 in individual donations.

They held their first ever marketing hackfest and are well on their way to being prepared for GNOME 3. Several people have stepped up to leadership roles in the marketing community. Jaap Haitsma has been doing a lot of work on Friends of GNOME and the Amazon stores.

Paul Cutler has been leading the team. And Andreas Nilsson contributed a lot of art work. Others contributed lots in 2009 through ideas and feedback. Keep it up! Help spread the word about GNOME.

**Events** During 2009, GNOME people got together in record numbers to work on GNOME and to spread the word about GNOME to others. We held our first ever co-located conference with the KDE community, the Gran Canaria Desktop Summit. Not only was the conference a success but we plan to repeat it in 2011.

They sponsored and organized the travel of 39 GNOME people to Desktop Summit.

Not only did they review and approve applications but they actively researched better options, booked hotels and generally made travel and communication better for GNOME contributors.

**Advisory Board** Our corporate sponsors have given us tremendous support in 2009. Not only do they pay the salaries of many GNOME developers, send those developers to events and sponsor events but they also agreed to increased GNOME Foundation fees during difficult financial times. Our sponsors also contribute in other ways, like the Software Freedom Law Center provides us with legal support. It is because of the support of all our sponsors that the GNOME Foundation continues to function so smoothly. Thanks to Canonical, Collabora, Debian, Free Software Foundation, Google, IBM, IgaliaIntel, Motorola, Foundation, Nokia, Novell, OLPC, Oracle, Red Hat, Software Freedom Law Center and Sugar Labs.

**Fundraising** Thanks to all our Friends of GNOME donors! Thanks to the success of the sys admin campaign, we will be hiring a system administrator soon! Invariably when I email donors to thank them for their support, they immediately write back and thank GNOME for all their work.

GNOME Journal. One of them was an issue all by women! Cathy Malmrose's article about her daughter installing Ubuntu still makes me smile. All the teams contributed to the quarterly reports which greatly aided how well we communicate with the outside world - we've received a lot of positive feedback on them.

**Travel committee** The travel committee was launched in 2009 and it is thanks to their great efforts that we've been able to hold so many hackfests and bring so many GNOME contributors to events.

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**System Administration** Speaking of hiring a system administrator. Even though they are waiting for a system administrator to be hired, the team has been busy! They've installed Piwiki, CiviCRM, Plone, and upgraded Bugzilla to name a few things. They continue to keep the GNOME infrastructure up and running so GNOME contributors can focus on GNOME. We also received corporate help from the ongoing infrastructure help from Red Hat to the Bugzilla upgrade help from Canonical, as well as a new server from Jeff Schroeder. Thanks to the entire sysadmin team for enabling the rest of GNOME to function.

**Board of Directors** I'd also like to take a moment to thank our Board of Directors. We are extremely lucky to have a very active, engaged and committed board. They are who truly make the GNOME Foundation run smoothly day to day. They are also the ones that make sure the Foundation represents the community's wishes and that the community knows what the Foundation is doing. Thanks to Brian Cameron, Diego Escalante Urrelo, Behdad Esfahbod, John Palmieri, Lucas Rocha, Germán Póo-Caamaño, Srinivasa Ragavan, Vincent Untz and Luis Villa for all their time, commitment and love for GNOME!

You can read about all the accomplishments I've talked about and many more in the rest of this report. Please take the time to see the work we're proud of, use GNOME proudly and feel free to join us online!

Best,

*Stormy Peters*

*Executive Director  
GNOME Foundation*



# GNOME in 2009

Every six months GNOME releases a new version and GNOME's users get a chance to see the development and innovation the developers help create in the GNOME platform and its applications. What you might not see is all the work that goes on behind the scenes and how GNOME's communities work together.

## GNOME BugSquad

The GNOME BugSquad team started having monthly meetings in 2009 to discuss new policies and ideas including setting small concrete goals for the team to help build consistency in bug reporting. A new policy was put in place on handling older bugs for older or unmaintained GNOME applications and there are plans to bring back Bugdays to introduce new potential Bug Squad members to triaging and the GNOME community.

### Overall statistics:

	2009	2008	2007
Open reports at the end(*):	40.527	37.180	33.967
Opened in that year:	39.403	59.309	114.043
Closed in that year:	40.280	56.546	108.807

(\*): Excludes reports marked as enhancements [A valuable number of reports had also been blocked by \* GNOME Bugzilla's auto-reject feature until 08/2009 or went to crash.gnome.org which is down.]

The following people reported more than 700 bugs in 2009:

2434	Akhil Laddha
1784	Fabio Durán Verdugo
1471	André Klapper
939	Bastien Nocera
782	Milan Crha
762	Matthew Barnes
746	Tobias Mueller



# GNOME in 2009

The following people reported more than 300 bugs in 2009:

508	André Klapper
429	Pedro Villavicencio
371	Bastien Nocera
322	Matthias Clasen
312	Vincent Untz
297	Akhil Laddha
253	Jean-François Fortin Tam

The following people contributed more than 200 patches in 2009:

393	Milan Crha
365	Colin Walters
300	Javier Jardón
257	Owen Taylor
227	Dan Winship
205	Matthias Clasen

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393	Milan Crha
365	Colin Walters
300	Javier Jardón
257	Owen Taylor
227	Dan Winship

The following people reviewed more than 150 patches in 2009:

273	Owen Taylor
177	Bastien Nocera
174	Sebastian Dröge
166	Dan Winship
164	Milan Crha



GNOME **Bugsquad Team**



# GNOME in 2009

In 2009, the Release Team oversaw two releases as normal, but also laid the foundation and schedule for GNOME 3.0 coming in 2010.

## Release Team

The year started off with the Release Team working with the Sysadmin Team in planning a migration of GNOME's repositories from Subversion to Git. Git was chosen after a survey of developers in late 2008 showed most GNOME developers preferred Git for distributed version control. After the GNOME 2.26 release in April 2009 all GNOME repositories were transitioned to Git.

GNOME 3.0 planning was finalized including documenting the goals for GNOME 3.0 and how the team wanted to achieve them.



Photo By Michael Dominic.

In finishing the GNOME 3.0 schedule, the GNOME 2.28 schedule was finalized with changes including a change to move the module proposal period to earlier in the cycle, helping maintainers to be able to integrate new modules easier. A few months later the decision was made to formally make GNOME 2.32 become GNOME 3.0 and the development cycle was adjusted with GNOME 3.0 scheduled for September 2010.



Photo By Pedro Villavicencio.

# GNOME in 2009

## Release Team

In addition to all of the GNOME 3.0 planning, the release team oversaw two GNOME releases in GNOME 2.26 and 2.28 released on time respectively in March and September. GNOME 2.26 featured improvements in disc burning in Brasero, easier file sharing, improved multi-monitor support, and more. GNOME 2.28 released in September included geolocation support in Empathy for instant messaging, improved Bluetooth support, and a number of improvements in the developer platform in preparation for GNOME 3.0.



Photo By Lucas Rocha

# GNOME in 2009

The GNOME Marketing team was busy in 2009 improving fundraising, journalism, and press.

## Marketing

The Friends of GNOME program was created in 2009 to help GNOME with fundraising including a new monthly donation program. GNOME supporters can donate to GNOME both with a one-time donation or recurring monthly subscription. These Friends of GNOME receive in return a GNOME t-shirt and custom badges they can display on websites or blogs. In 2009, GNOME raised more money from the Friends of GNOME program than 2008 and 2009 combined. (The GNOME Foundation thanks all of its supporters!) Other fundraising activities included a survey to financial contributors and the creation of an Amazon Affiliate store.

After a one year hiatus the GNOME Journal (<http://www.gnomejournal.org>) returned with four issues, including its first ever special edition, Women in GNOME, with eight articles written by women in the GNOME community.



Photo By Jason Clinton.

# GNOME in 2009



Photo By Jason Clinton.

A GNOME Press team was created to help with outreach and inquiries by journalists. Marketing tools including Piwik web analytics and CiviCRM were installed by the System Administration team to help the Marketing team.

Lastly, the Marketing team held its first hackfest in Chicago, IL in November, which was sponsored by Novell and Google. The hackfest team worked on the beginnings of a marketing launch plan GNOME 3.0, conference materials including presentations and tools for presenters and booth organizers, and more.



# GNOME in 2009

GNOME has long had a focus on usability and how you interact with your desktop

## Usability

2009 was no different and a number of workstreams were undertaken. These included turning off button and application icons by default in GNOME 2.28. This change improves visual consistency, reduces clutter and the need to continually invent new icons for every new function that becomes available in GNOME, and also helps with accessibility themes allowing them to provide better icon coverage.

The team also has done work in planning a potential control center redesign for GNOME 3.0 and a potential redesign of tabbed applications and GNOME's tab widget.

In addition, the team has discussed and started planning around a GNOME Usability Suite. After reviewing a number of open source and proprietary applications a number of mockups have been designed, personas collected and a git module created to start working on the project.

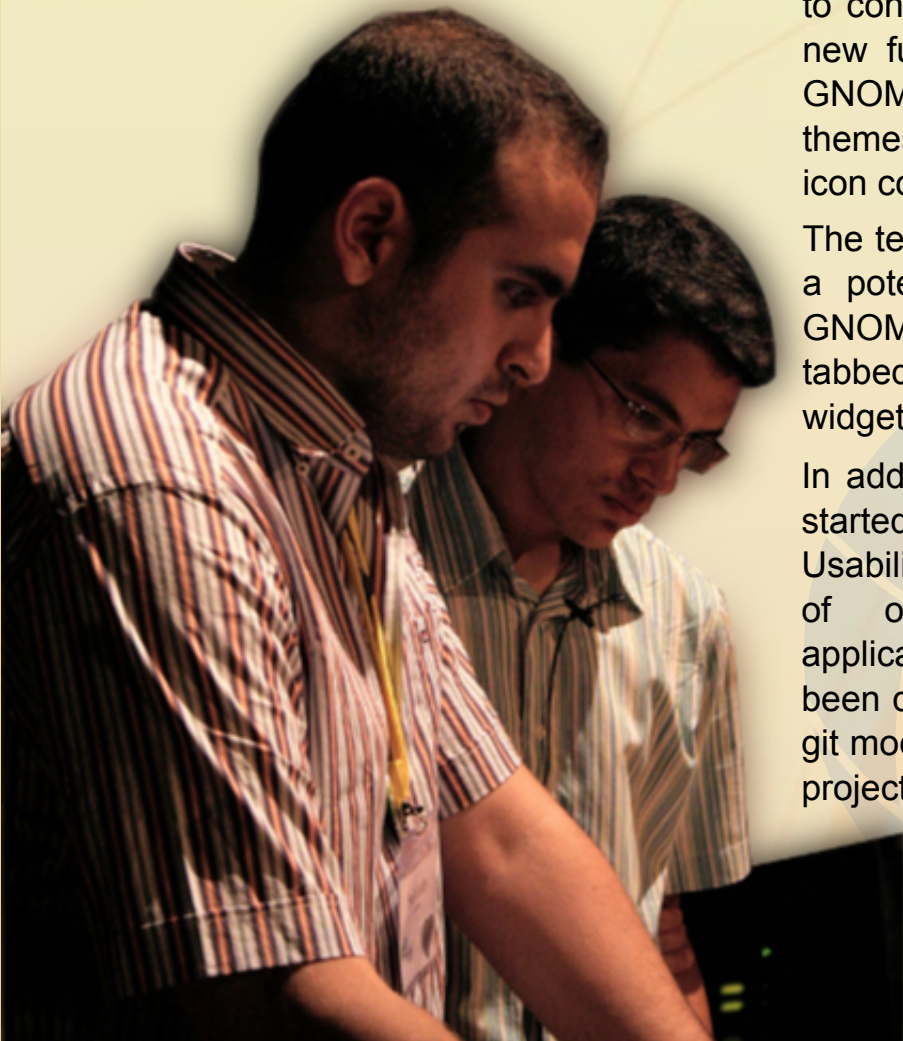


Photo By Lucas Rocha.

# GNOME in 2009

The GNOME Travel Committee was created in April 2009 to help manage the travel budget for GNOME community events.

## Travel Committee

The GNOME Travel Committee was created in April 2009 to help manage the travel budget for GNOME community events. The team started with Germán Póo-Caamaño, Chema Casanova, Emily Chen, Rosanna Yuen and later added Bharath Acharya. The Travel Committee has streamlined the process for Foundation members to apply for travel subsidies and receive reimbursements, helping the GNOME Foundation save money when sponsoring travel. As a

comparison, the travel team also instituted a policy that individuals who receive sponsorships should share their experiences in blogs, so the ones who missed out could relive the fun and various sessions at the hackfests and events, which has been a great success.

The GNOME Foundation spent \$41,000 in airfare for 36 people to attend GUADEC 2008

The Travel Committee improved that and

In 2009 \$31,938 sponsored 39 people for airfare **and** accommodation

# GNOME in 2009

The GNOME Web Team, led by Lucas Rocha, began implementing a new content management system for the GNOME website.

## Web Team

The GNOME Web Team is working hard to implement the Plone content management system and the web team has been split into three sub-teams: Art, CMS and Content. The teams have produced a reviewed content structure, a new website design, and the initial implementation of important Plone components including the ability to add localized content to the CMS. An alpha version of the site was launched for review and the team plans to launch a new GNOME.org later in 2010.



# GNOME in 2009

The Documentation team had their first ever hackfest in 2009 at the Writing Open Source conference in Owen Sound, Canada.

## Documentation



At the hackfest the team decided to start holding regular IRC meetings which continued throughout the year, Yelp added support for the new Mallard XML language which GNOME will be using for documentation going forward, CC-BY-SA 3.0 was chosen as the new license for all documentation work and work started to re-write Empathy's help as topic based documentation using Mallard. Empathy's new user help was finished for GNOME 2.28 and Empathy became the first application to have topic based help in GNOME.

New documentation has been started for additional applications such as Tetravex, gbrainy, Tomboy and more, and new user help should start showing up in these applications in 2010.



Photos by Paul Cutler





# GNOME in 2009

The Sysadmin team added new members in 2009 including Paul Cutler, Jeff Schroeder, Alexandro Silva. The Sysadmin team was active in 2009 keeping GNOME's infrastructure and updating it where needed.

## Sysadmin

Owen Taylor of the Sysadmin team, working with Kristian Høgsberg, Behdad Esfahbod, Federico Mena-Quintero and others successfully migrated GNOME from Subversion to Git. Other new applications installed in the GNOME infrastructure including Piwik and CiviCRM for the Marketing team, a Plone test instance for the Web team, and Splinter, a Bugzilla extension providing integration for attachment reviews. Olav and Owen worked with Max Kanat-Alexander in upgrading GNOME's Bugzilla, which was sponsored by Canonical, and was installed on new servers donated by Red Hat. Lastly, the GNOME servers hosted by Red Hat were moved to a new data center.

## Outreach for women

The goals are to increase the visibility of the existing women contributors and to create a support system for encouraging women participation.

The purpose of the GNOME Outreach Program for women is to encourage women participation in GNOME throughout the year and to create internship opportunities.



Photo By German Poo

The GNOME community is interested in increasing women participation in the project, and started the GNOME Outreach Program for Women in 2006.

# GNOME in 2009

In 2009 women participated in an interview with Linux Magazine ROSE Blog, wrote and published a special edition of GNOME Journal with all articles written by women in the GNOME community and participated in a mini-summit hosted by the Free Software Foundation. Women in the community also gave a number of talks and presentations: Stormy Peters represented GNOME on a panel at the Grace Hopper Women in Computing Conference, Marina Zhurakhinskaya led the Women Outreach / Marketing session at the Boston Summit, Izabel Valverde and Luciana Freitas attended Latinoware and gave a talk getting involved with GNOME and the Women's Outreach program. Pockey Lam and Emily Chen at GNOME Asia. And one of the main organizers of that event was a woman, Hong Phuc Dang.



## Accessibility

### What's accessibility?

#### Why's it important to us?

One of GNOME's core values is accessibility. The GNOME project is committed to the desktop accessible to everyone regardless of their physical abilities.

Ke Wang developed a Java ATK wrapper, eliminating a Bonobo / CORBA dependency (a key need for GNOME 3.0.)

Luke Yelavich eliminated the need for Bonobo/CORBA in gnome-speech by working on Speech Dispatcher. Team members also worked to implement accessibility in Clutter and WebKit. GNOME-Magnifier was ported to D-Bus and is a key focus area to be implemented in GNOME Shell for GNOME 3.0. The team started weekly IRC meetings to align on GNOME 3.0 goals and discuss ongoing work.

Willie Walker gave a number of talks about Accessibility in 2009 including a talk at RPI, the Open Source Accessibility Forum and Jornadas Regionales de Software Libre in Chile.

The GNOME Accessibility team worked hard throughout 2009 to prepare GNOME's accessibility features for GNOME 3.0.

# GNOME in 2009

## Membership

The Membership Committee oversaw the election of the new Board of Directors in June. A new voting process, single transferable vote (STV), was used for the first time and after a slight modification will be used for board elections going forward.

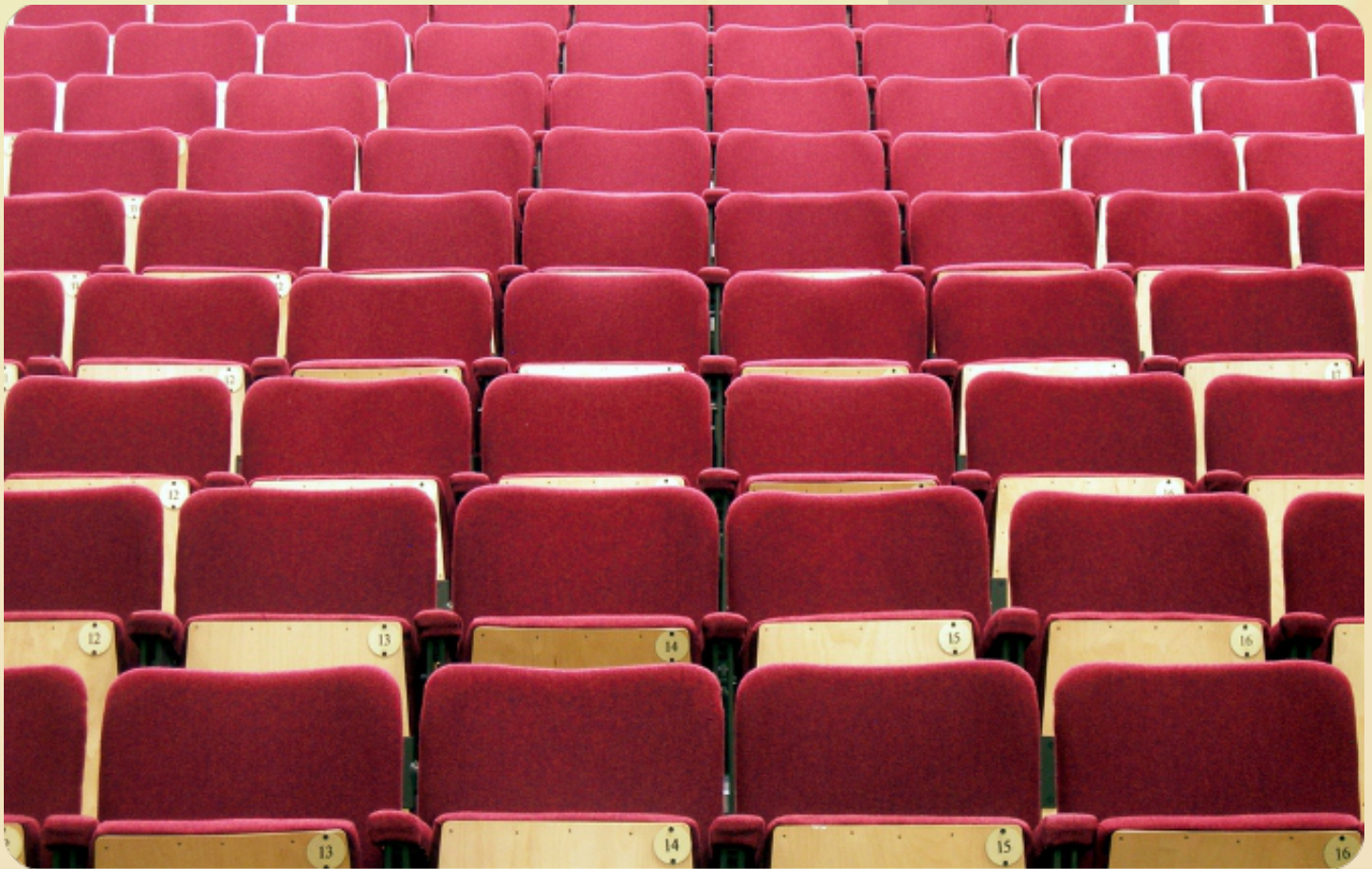


Photo By Claudio Saavedra.

At the end of 2009 the GNOME Foundation had 353 members. 115 people renewed their membership and GNOME welcomed 52 new members.

# Interview with the Release Team

## Interview Questions

Who are the members of the Release Team?

**Vincent:** We're nine people as of today: André Klapper, Frédéric Crozat, Frédéric Péters, Karsten Bräckelmann, Kjartan Maraas, Lucas Rocha, Matthias Clasen, Olav Vitters and me. There is something worth pointing out: if you look closely, you'll see that we are three native French speakers, and Andre also speaks French fluently. I guess we're nearing our goal to switch GNOME to French by default! On a more serious note, it's great to see that we have people coming from different horizons: in this team, we have people who work or have worked on code (platform and desktop), bug triage, localization or infrastructure. This is definitely something that we value since our role sometimes requires balancing between conflicting needs from different teams, and understanding the other teams is important in such cases.

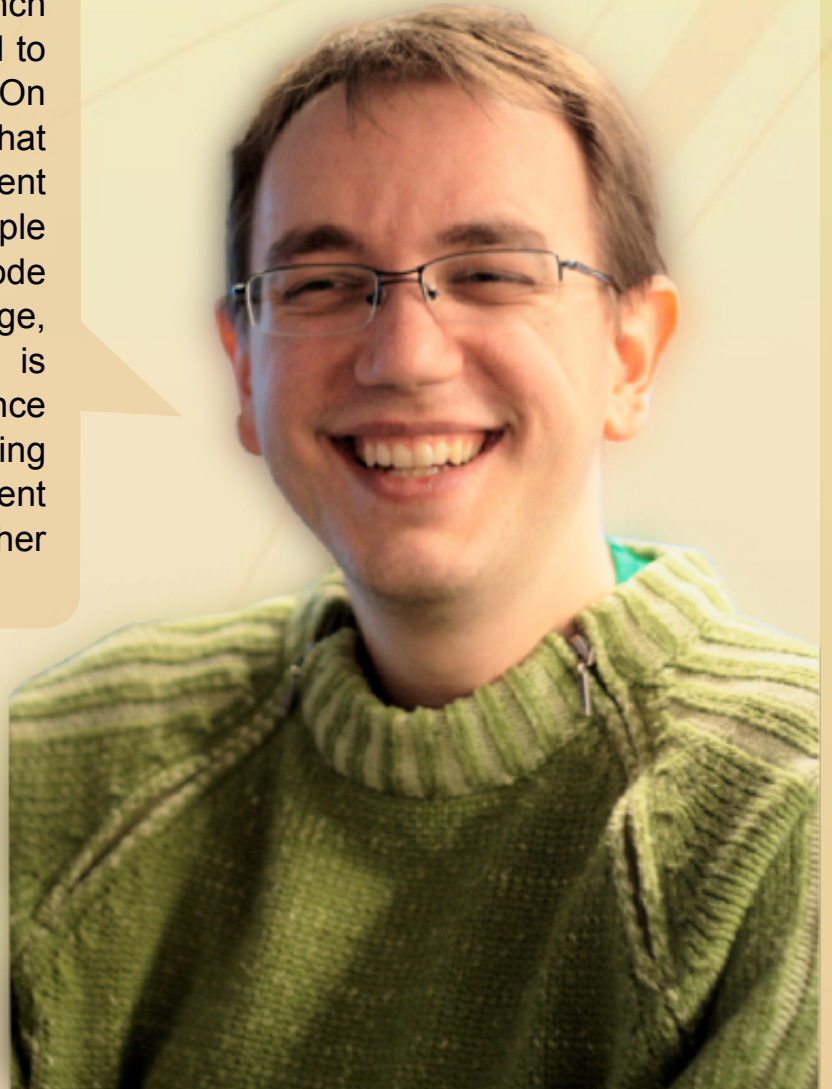


Photo by Frédéric Crozat

# Interview with the Release Team

## Interview Questions

What is the role of the GNOME Release Team?

**André:** First of all, we of course publish GNOME releases after testing if the tarballs provided by the module maintainers compile and work together. Twice a year we make the final decision on new modules (or external dependencies) after a module maintainer has proposed his/her module for official inclusion into GNOME and collecting input and feedback by the community on it, trying to enforce consensus on proposals if possible. We come up with the release schedules and keep everyone informed about the various stages we are in, and sometimes we also have to nag to get some stuff fixed. Also we push GNOME-wide goals, like currently cleaning up for GNOME 3 by not using deprecated functionality of the GNOME 2 platform anymore and hence urging developers to port their modules, and we try to ensure that release notes are written though we've sometimes been bad with that in the past.

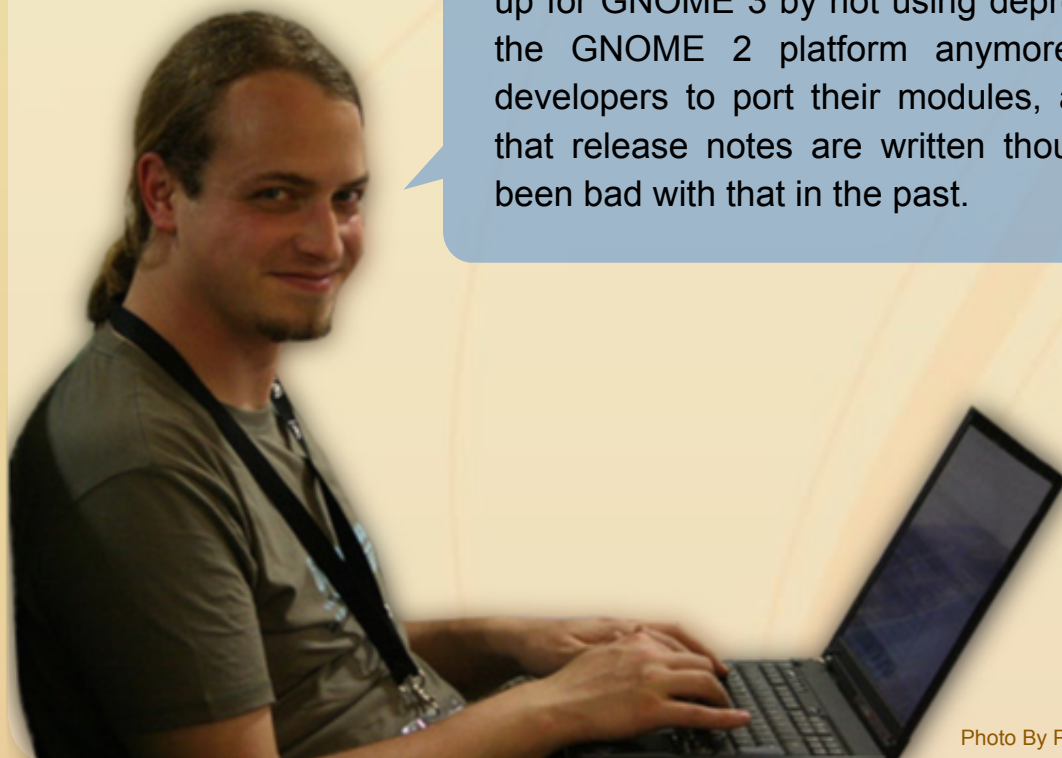


Photo By Pedro Villavicencio

# Interview with the Release Team

## Interview Questions

*GNOME 2.0 was released in June, 2002. How has the release team helped coordinate 6 month releases of GNOME 2.x years? What has worked well? What hasn't?*

**André:** Having a time-based schedule with clear periods and freezes instead of a feature-based one helps developers to focus, for example to stabilize the software at the end of a cycle instead of hacking on new features. String Freeze and UI Freeze help translators and documentation writers by making sure that no updates to their work are required again in the release cycle. Also, the time-based schedule makes planning easier for distributors. If module maintainers work on complex tasks that take longer than six months to get finished this can be done in a branch in the repository of their module that later on gets merged again. Of course there have been a few adjustments to the release schedule over the time - the latest one was to have the module proposal period two months earlier in the release cycle so that maintainers of proposed modules have more time to consider and implement the community feedback and to integrate their module successfully into the GNOME stack.

*In April 2009, Vincent Untz, on behalf of the Release Team, sent an email to the GNOME Desktop Development mailing list to start the GNOME 3.0 discussion. What led up to this email?*

**Olav:** Exactly what is stated within the email. A few release team members discussed the state of GNOME privately. A while later various release team members were at the same conference. We used that opportunity to further discuss and come up with some wishes we had. After it became concrete enough to be written down it was discussed with the whole team. The discussion continued on until we met at GUADEC 2008, where we announced our plan.

**Vincent:** The funny thing there is that a few of us were independently thinking around the same lines and we realized this at the beginning of 2008, when discussing about the future of GNOME. We arrived in Istanbul with a rough idea of where we wanted GNOME to head and this is where we prepared some slides to introduce our ideas to the community (remember the "2.30 = 3.0"?). The goal was really to just plant the seeds that would push contributors to think about 3.0.

# Interview with the Release Team

## Interview Questions

We let some time go after GUADEC to listen to feedback and to see the various new ideas that started appearing in the following months. But we felt that it was necessary to consolidate a plan for 3.0, to create a focus in the community; this resulted in the mail you mentioned.

*GNOME 2.32, scheduled for September 2010, is to become GNOME 3.0. What were the considerations for picking this particular release?*

**André:** At GUADEC 2008, we proposed to target GNOME 2.30 to become 3.0 and wanted the community to start discussing plans and ideas. I think that this is always easier plus more realistic when having a specific deadline in mind that is not too far away. However we always stated that this date was not written in stone and that a final decision on the 3.0 release date would be made in October 2009, and after asking for feedback from several teams in terms of quality and accessibility it became clear that waiting six more months and having another release (2.30) on our way to GNOME 3.0 will ensure that 3.0 will become the quality release that our users and customers expect.

*In your opinion(s), what were the results within the community of having this discussion?*

**André:** Version 3 had been mentioned from time to time over the years, often in combination with vague ideas or proposals for complex changes of huge parts of the existing system. When there is no concrete proposal available it is easy to end up in endless discussions that turn into bikeshedding and no actual work being done. The idea of GNOME3 was initially announced by the release-team at GUADEC 2008 to give the community an option to discuss the proposal directly at the conference with each other, face to face. This helped creating some momentum to reflect on GNOME wide changes and a vision instead of everybody just having her/his own project in mind. Still the mission of GNOME 3 was not very clear as this was just a proposal, resulting in some uncertainty both in the community and GNOME's userbase. The email in April 2009 was in order to provide a better basis for the forward progress, to receive legitimation on the plan, to define where to focus so that the GNOME community has clear goals set, and also to reduce existing doubts.

# Interview with the Release Team

## Interview Questions

**Vincent:** André explained it fine, but he forgot one essential part: gambling.

*What can users expect in GNOME 3.0?*

**Vincent:** The most visible change for users is GNOME Shell. This is the new core part of the desktop, that we've redesigned in an innovative approach, keeping the goal of providing an intuitive interface, with a small learning curve. One goal of the GNOME Shell design is to make it as non-intrusive as possible, to let the users focus on their real work. Good examples of this are the way notifications are handled or the new symbolic icons used to display the system status. But the most visible change brought by GNOME Shell is the overview mode, which is the central piece of the shell where you switch between activities -- activities that are already running or new activities -- and we want to help users organize their activities by simplifying the use of virtual desktops.

*To get a real feeling of how well it all works, you have to try it, though.*

We also want to talk more about applications: we have a rich ecosystem of GNOME applications, but we feel everybody talks about GNOME as a whole and it's sometimes too hard for

application writers to promote their application if they're not officially part of GNOME. We want to help them here, and we want the world to know how great all the applications in our ecosystem are.

Another visible change is the work on the accessibility stack, which has been rewritten to use D-Bus instead of CORBA. In concrete terms, this means that the KDE Desktop will be able to use our accessibility stack, which will help make KDE accessible (we're proud to contribute to this!) but also will make it possible to use non-GNOME applications in GNOME in an accessible way. We also have various other projects going on in the accessibility world, like a head-tracking system based on webcams to control the mouse cursor or improved access to PDF contents.





# Interview with the Release Team

*What can users expect in GNOME 3.0?*

Finally, I believe it's worth pointing out that GNOME 3.0 is not a destination: it's just the beginning of a new journey for the GNOME community, and the GNOME 3 effort will keep bringing new and innovative features as well as bug fixes in the forthcoming years. I like to write "GNOME 3.0  $\neq$  GNOME 3" to explain this, and a really good way to think of this is to think about GNOME 2.0 and GNOME 2.30: when we started the GNOME 2 effort, we had GNOME 2.0 which was fantastic back then, but I'm fairly sure nobody would go back from 2.30 to 2.0. And we already know users can expect great new changes in GNOME 3 after 3.0. For example, our designers have been working hard on some new designs for Nautilus (our file manager), and more generally, we want to redefine the way people access and manage their documents. Another example is the integration with all the online world, which we expect to improve. GNOME 3.0 is the first step towards bigger changes!

**André:** A cleaner and smaller platform that has dropped lots of its ballast from the last eight years, like for example bonobo, esound, gnome-vfs, libart\_1gpl, libglade, libgnomeprint, libgnome and libgnomeui.

**Vincent:** André mentioned cleaning up the platform, but we'd also like to clarify our message to developers. While we offer bindings of high quality, they're not part of our platform, so some people might feel that C is still the preferred language for GNOME; but the C++ and Python bindings are really amazing, and Javascript is emerging as a new first-class language in the GNOME world. Also, our platform is limited to a set of modules that are maintained by GNOME or close to GNOME (like GTK+) and that offer guarantees of API and ABI stability. This excludes some libraries that should really be used by developers, but that aren't part of our platform. Take D-Bus and GStreamer for example: right now, D-Bus is only an external dependency, and GStreamer does not offer the API/ABI guarantees and therefore is only in the desktop module set. But both provide solutions that we recommend to developers, and so should be advertised as part of the platform.



# Interview with the Release Team

*What work remains for the GNOME 3.0 release?*

**André:** The deprecated Bonobo component is still used by our current accessibility tools and by the gnome-panel, forcing several other modules providing panel applets to also depend on Bonobo, but according to rumours Vincent is working on the latter part. Porting and partially rewriting GNOME's accessibility framework and tools is ongoing and on a good way thanks to Willie Walker and others, but still a huge and complex task. Especially Caribou which might replace gok needs more manpower, so if some Python hackers are interested... Work to port modules from using gconf (GNOME's registry) to dconf/GSettings has not started as the required GSettings and GVariant are not yet in GTK+/Glib. The underlying GTK+ toolkit still receives deprecations in the field of sealing in order to not expose internal implementations. Besides, several options for the future of the Python bindings for GNOME 3 are currently being discussed. With regard to GNOME Shell and GNOME Journal/Zeitgeist I also assume that more accessibility testing is very welcome.

Vincent: Carlos García Campos did the initial work to get rid of bonobo in the GNOME Panel, so it will definitely happen!

*What can users expect in GNOME 3.0?*

**André:** The corresponding release party.

**Vincent:** I really like GNOME Shell: it enables us to move in new directions. And also, it will mean GNOME Panel will finally start disappearing (although it will still be maintained for some time, for people who cannot run the Shell)

*When is GNOME 4.0 scheduled? (I'm just kidding - trying to see if you're paying attention!)*

**André:** GNOME 2 was released in 2002 and GNOME 4 will surely happen before 2018, but I don't dare to forecast the development of the GNOME platform and also the related "Desktop" metaphor in the next years.

**Vincent:** Actually, when planning for 3.0, we discussed doing what we called "long-term development cycles", which would be a way to set long-term goals for GNOME that might not be achievable in a 6 months timeframe. And we thought that a period of around 3 years would be appropriate. Maybe this could be the basis for a 4.0 planning... What I know for sure is that we shouldn't be afraid of starting to think about doing 4.0, while still offering great 3.x releases where we'll keep delivering more GNOME 3 awesomeness!

# GNOME Events Worldwide

## GNOME.Asia Summit 2009, by Pockey Lam

The second GNOME.Asia Summit was successfully hosted in Ho-Chi-Minh, Vietnam from 20 – 22 November 2009 after the first GNOME.Asia summit in Beijing in 2008. I am always happy to join International Open Source events, especially outside of China, and I was able to talk to the local communities from all over Asia such as core members from the Saigon LUG, Hanoi LUG, Phnom Penh LUG, Taiwan LUG, and the Open Institute Organization in Vietnam! I even got to talk to the Chief Director of the Government Information Center in Vietnam and learned that all the government officers will be starting to use Open Source Software including OpenOffice.org, Firefox, and Thunderbird in 2010. Implementation will begin with massive training. The main reason for the migration is that the government wants to reduce illegal use of Windows. Isn't it cool?



Photo By Pockey Lam

There were a lot of presentations and workshops covering many topics other than GNOME during the whole summit! The full schedule can be viewed at <http://2009.gnome.asia/wp-content/uploads/2009/10/gnome-asia-schedule2009.html>. As a woman leading the Beijing Linux User Group, I gave three talks and led one panel discussion:

-  Women\_In\_IT / FOSS
-  Building Communities
-  FOSS Deployment in Schools
-  Panel discussion about Women Participation in GNOME.



Photo By Pockey Lam

# GNOME Events Worldwide

## GNOME.Asia Summit 2009, by Pockey Lam

I was very impressed by the whole GNOME.Asia Summit! First, Vietnamese participants asked a lot of questions which is not so common in China. Second, there were a lot of volunteers from different Universities, students of different domains such as Computer Science, Trading, Economy and more. They were very energetic and helpful. Third, there were a lot of women volunteers as well which is very rare in Open Source conferences! I can see that the GNOME.Asia Summit 2009 is just a start in Vietnam, with all of these young students' energy, community building and government support, I am sure 2010 will be a great FOSS year in Vietnam!



Photo By Pockey Lam



Photo By Pockey Lam

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

Each year over Columbus Day weekend, GNOME developers - gather for a casual hackfest in Boston, Massachusetts. The atmosphere is friendly and informal; most of the attendees know each other from other GNOME events. There are no booths at the event; companies are only represented by their employees.

This year's Summit was especially productive. With a clear goal in sight (GNOME 3.0), everyone seemed to be on-task. Discussions were cordial and not too tangential. Ideas were rapidly brought up and filtered. New objectives were set and agreed upon. And, perhaps best of all, this Summit was very cohesive: almost everyone was able to attend every session that they needed to.

During and just after the summit, I posted notes on several sessions to my weblog about 7,500 words worth. What follows is a much shorter summary of the Summit. I've left out the discussion to give you just the sessions' conclusions and interesting factoids. Rather than a linear view of the Summit, I have provided an executive summary, merging like sessions where possible.

### Logistics

Around 9:30 on the first day, Saturday, attendees began to wander into the MIT Sloan building in Cambridge, enjoying the coffee, tea and bagels provided by Red Hat (headquartered in Boston and well-represented at the Summit). The Summit began at 10AM with a short session, moderated by Jon McCann of Red Hat, in which attendees threw out ideas for half-hour or hourlong sessions. The attendees sorted proposals, voted on them, and scheduled the first two days of the Summit schedule, trying to ensure that popular sessions wouldn't conflict. The last day, Monday, was reserved for hacking.

**The Plumbing GTK+ 3.0 and Client-Side Decorations**  
Matthias Clasen talked about the plans to intentionally break the GTK+ API for GTK + 3.0, and the new features the backwards incompatibility would allow: XInput2, the drawing API, and the ability to change theme engines without breaking applications. One goal was to make deep hacks less appealing, to put an end to the current string of abusive theme engines that must break with each new release of GNOME, and to provide a feature-rich foundation on which upstreams can do solid work.

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

Cody Russell discussed client-side-decorations (CSD), a feature which is already being developed on a side-branch. The authors aim to merge this work in time for GTK+ 3.0. CSD enables GTK+ support for things like Google Chrome's tabs-in-window-decorator, and allows GTK+ to render the window border theme (rather than leaving it to the window manager). Cody said that he had been working with Nokia to ensure that Qt's approach would be similar, to avoid compatibility issues between Qt and GTK+ applications that provide their own CSD. To ensure that windows can be closed even when frozen, some people have discussed extending EHM to specify an area of the window that triggers "close" events. Having the CSD code handle resize events will prevent glitchy drawing when X11 windows resize before the border finishes drawing. There are no plans in the cards for a "Glib 3."

## Glib/D-Bus and GSettings

Ryan Lortie began with a brief history of some existing methods for D-Bus access in GNOME. Gbus was a libdbus replacement based on gvariant, libdbus is the core protocol library that the daemon, and the glib, Qt, python bindings use. Two different people worked on implementations called "gbus" and another on eggdbus. These implementations are not good enough, and Ryan proposed three steps to move forward.

The first step is to merge GVariant (Gified D-Bus's data types) into Glib have libgio link to libdbus1, possibly via a GIO module extension point pick some of the best parts of gbus and eggdbus and merge them into GIO as GDBus At Colin Walters' request, it was agreed that this new binding would get filtering and path registration. The attendees also agreed that it would be a good idea to put libunique in GIO on top of this new binding.

Ryan then demonstrated GSettings and its API. At the time, GSettings was a proposed replacement for gconf; it has since been accepted. Participants said they wanted to add Gsettings to GIO, too, after GVariant was merged.



Photo By Jason Clinton

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

### GObject Introspection

Colin Walters started the session with a short introduction to GObject introspection. In Colin's opinion, GObject was ripe for this treatment: the type system already had a lot of prerequisites for an introspection tool, thanks to features designed to make it easier for us to script our C libraries. We needed a few more things, though—mostly annotations. To that end, Colin demonstrated how to annotate C libraries to make them accessible from GObject Introspection. This annotation data declares (for example) what containers were being passed around by which pointers, and whether you, the consumer, would need to unreference the pointers when done.

When you run the annotation parser, an XML document is written to a .gir file; the .gir is then compiled to a .typelib, an efficient binary format containing the same information. These two parts would make a language binding work. Several language bindings were being worked on, and a GJS binding was already ready. PyBank, the GOI-based Python binding, was fairly complete at the time, though some call conventions had to be worked out for compatibility.



Photo By Jason Clinton

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

The overview search was an open problem at the time. Then, only menus, recent docs, and places were searchable. Since then, a semi-formal commitment has been made to allow pluggable search back-ends.

A major objective that was just beginning was messaging: everyone was tired of having chat, SELinux, etc. stealing application focus. Canonical deserved credit for trying to solve this in GNOME 2, and the messaging design was inspired by this earlier work. Since the Summit, an initial implementation has been committed to a public branch. A message queue in the lower right hand-corner displays things waiting for your attention: chat applications, mail notification, system warnings and music players. Unlike with the notification area, acknowledging receipt of a message is not the only way to get rid of it: a “message” can be suppressed temporarily without discarding it.

Newly arriving notifications slide up from the bottom of the display to show a single line of text, remain for three seconds, and then slide out. To see the pending messages needing your attention, you can move your mouse to the lower right corner and the message queue will slide in. You can also examine the message queue in the overview mode.

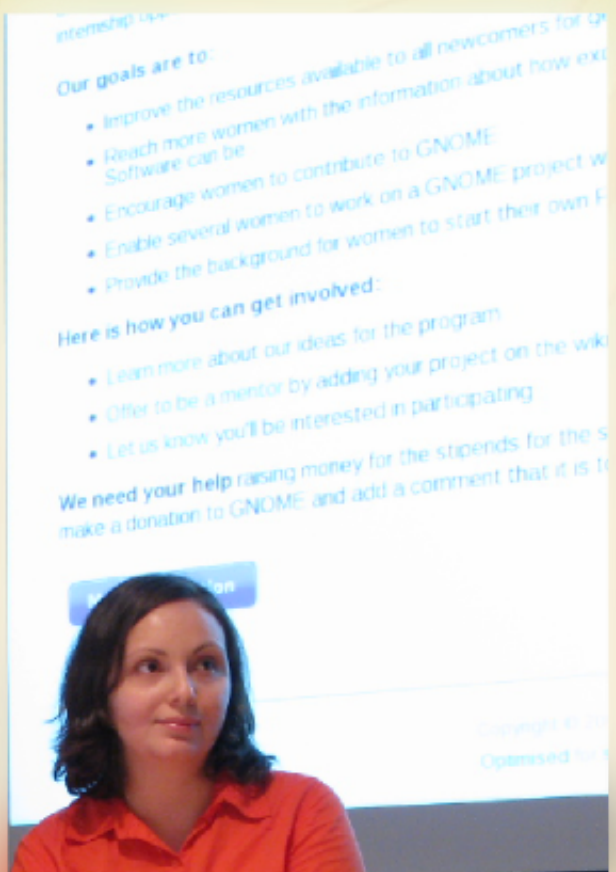


Photo By Jason Clinton



# GNOME Events Worldwide

## Boston Summit by Jason Clinton

In 2006, a Google-supported, 3-slot version of Summer of Code was run exclusively for women. Marina said that the Board would like to repeat that using GNOME Foundation funds. The first task would be to contact the women who participated in the 2006 program and get an idea of where they stood today regarding open source involvement. (Since the Summit, GNOME Journal has published an article about this very topic.) Some people had a perception that, generally, these programs work best when they select participants who have already contributed in some regard. Marina said that this has been a challenge, because there haven't been a lot of women in GNOME.

The second task would be developing better introductory materials for both GSoC and Women's Outreach. Earlier meetings had suggested making resources for students that mentors should review.

For example, a mentor should introduce their student to certain aspects of the GNOME community, such as IRC and Planet GNOME—the social side of things. Also, we shouldn't make it a scavenger hunt for students to find the technical documents they need to accomplish their goals.

Third would be proactively finding students by contacting universities and asking: "Do you have students who would fit this Women Outreach program?" This could make a huge difference in the level of participation.

Finally, another focus area would be finding mentors and working with them before the program starts. (You can sign up as a possible mentor.)

An attendee pointed out that, generally, we have been bad about helping new contributors, regardless of gender. Most of us haven't had time to do handholding for new contributors with no experience. Everyone agreed to revive GNOME Love. Everyone remembered this being a success, until the people (or person) providing the man-power could no longer run it.



Photo By Jason Clinton

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

The discussion got very lively at this point, switching among many tangential topics. Some argued that advertising should be only a tiny portion of marketing, and that a huge part of marketing has been listening to users and implementing what they want. One person pointed out that many people have started tweeting their frustrations, allowing us to mine social networks for “hot spots” of usability problems, and even to engage users directly and help them solve their issues.

There was disagreement about which message to emphasize in advertising: cool stuff you could do with free software, or freedom itself. One participant mentioned iPhone commercials as a good example of showing off cool stuff that makes people want to have the product. This tangent was tabled but there appeared to be agreement that short videos would be better than introductory documents.

We returned to the theme of trying to get more users and there was agreement that it's a very hard task to accomplish. A point was raised that, as with hybrid cars, a portion of the population would respond to a message that “this is good for the world.” There was agreement that this would work for some, but not all audiences. The discussion ran out of time, but the GNOME Marketing Hackfest several weeks later took up most of its themes

## Telepathy BoF (Will Thompson)

I attended this Birds-of-a-Feather session. Below you'll find my summary of Will Thompson's session notes.

The session opened with a discussion about gnome-games' tubes code, which was broken when Empathy moved to Mission Control 5. Developers were working at the time to get it working again, and are working still. Making gnome-games use a newly written contact selector widget that supports MC5 will get it to work again; this selector could also form the basis of the long-anticipated telepathy-gtk.

The Tubes API currently makes it difficult to request a channel for yourself. Empathy contains helper code to make this easier, code that can be moved the telepathy-glib.



Photo By Jason Clinton

# GNOME Events Worldwide

## Boston Summit by Jason Clinton

Máirín tested a wide range of users, from developers to regular users.

Máirín recommended narrowing the testing scope to a specific set of tasks. Rather than saying, “I’m going to test GNOME,” narrow it down to “File Management” and then come up with a list of tasks related to that. Then measure those.

Ray finished the session by showing how they used GStreamer to stitch the four separate video feeds in to a single video. In a subsequent blog post he explained how this was achieved:



“The DVR hardware in the setup outputs four AVI files—one for each camera.” “It’s possible to write a pipeline that can take the 4 videos and compose them together into one 4-way split screen.” “Someone here at the summit asked for me to check it into git, so I did that today in the usability-lab module.”

### Summary

The GNOME 3.0-specific sessions dominated hallway and dinner conversations; this was clearly where the excitement was at. GNOME Shell was a major factor, but many were excited by other upcoming changes, like GSettings and even the client-side windows work. The sense of momentum was palpable and this energy has carried us forward for the past two months. Thanks to the success of the Boston Summit 2009, we’ve made major progress towards our objectives, and have positively influenced other teams and hackfests.



Photos By Jason Clinton

# GNOME Events Worldwide

## Día GNOME 2009

Yearly GNOME communities around the world meet to share ideas, plan new projects and have a great time together. In the case of GNOME Chile its annual gathering is held at Encuentro Linux (the main Chilean conference related to Linux and Free/Libre/Open Source Software) as a full day of activities known as Día GNOME (GNOME Day). Día GNOME is always described as top quality whose talks are rated among the best in the whole conference, surely a reason for the Chilean community to be proud.

In 2009, Encuentro Linux was held at Valparaíso at Universidad Federico Santa María, it was also the tenth anniversary of the event a worth to note age. Viña and Valparaíso are nowadays almost the same city due to their growth, sunny days and clear and fresh nights welcomed all the attendants.



Photo By Germán Póo-Caamaño



Photo By Germán Póo-Caamaño

But Encuentro's tenth anniversary was not the only remarkable happening for this year's Chilean Free Software users and developers meeting. It was also a special occasion for the GNOME Chile community, it was the third ever Día GNOME and it had a special ingredient because the Chilean community was receiving an overload of non Chilean hackers: one from Finland and three from Perú. Iván Frade from Helsinki (of Tracker fame) was chased down by GNOME fans wanting to see his N900, hear about his work and share some laughs with him thanks to his friendly and open nature. The three Peruvian GNOME contributors were: Sergio Infante (from GNOME Hispano IRC talks fame), Juan Rojas (patcher and mad promoter of GNOME as a developer platform) and Diego Escalante (from Board and Epiphany).

# GNOME Events Worldwide

## Día GNOME 2009

During the event a great team of volunteers helped welcome attendants, sort out the schedule, introduce speakers, etc. Special thanks should go to Encuentro Linux organizers for securing a venue and resources for Día GNOME. One item of special interest for the attendants was the availability of GNOME branded hats and t-shirts, almost all of the stock was wiped in a matter of 3 hours, surely a popular set of products!

The GNOME Love & Hate Wall was present as usual and people took the time to file some ad-hoc bugs and wishlist items but also to file a couple of jokes, it quickly became a stopping point for everyone in its way to the conference hall.



Photo By Germán Póo-Caamaño



Photo By Germán Póo-Caamaño

To round up a wonderful day for attendants the GNOME team handed out sandwiches and juice boxes for all the registered attendants, an unique feature everyone appreciated and a great way to motivate hall talks while having the lunch break.

At the end of the day the community was really happy to have hosted such an amazing event where people left with a lot of new ideas and knowledge about GNOME and a big smile in their faces. A separate ending note is worth for the Peruvian contributors that attended: thanks to all the good energy and enthusiasm after sharing some days with their peers from Chile they decided to bootstrap a GNOME Perú community! Kudos and welcome!

# GNOME Events Worldwide

## Día GNOME 2009

### Looking forward to 2010

Día GNOME closed a great year for GNOME Chile, but what did future hold for 2010? The answer dates back to July 2009, while at Las Palmas GUADEC Hispana the GNOME Hispano meeting was held and one of its more important resolutions was to foster the integration between all the hispanic contributors, users and fans. However there is a historical problem with such integration named Atlantic Ocean.

Joining GUADEC Hispana is expensive for contributors from South or Central América. The solution? If they don't come to us, we will go to them. GUADEC Hispana 2010 is expected to be held in Bío-Bío University and organized by Bio Bio University Linux user Group and GNOME Chile. Even better than an idea, this is an ongoing plan. reminded everyone at DíaGNOME that negotiations for a series of funding sources were already in the works.

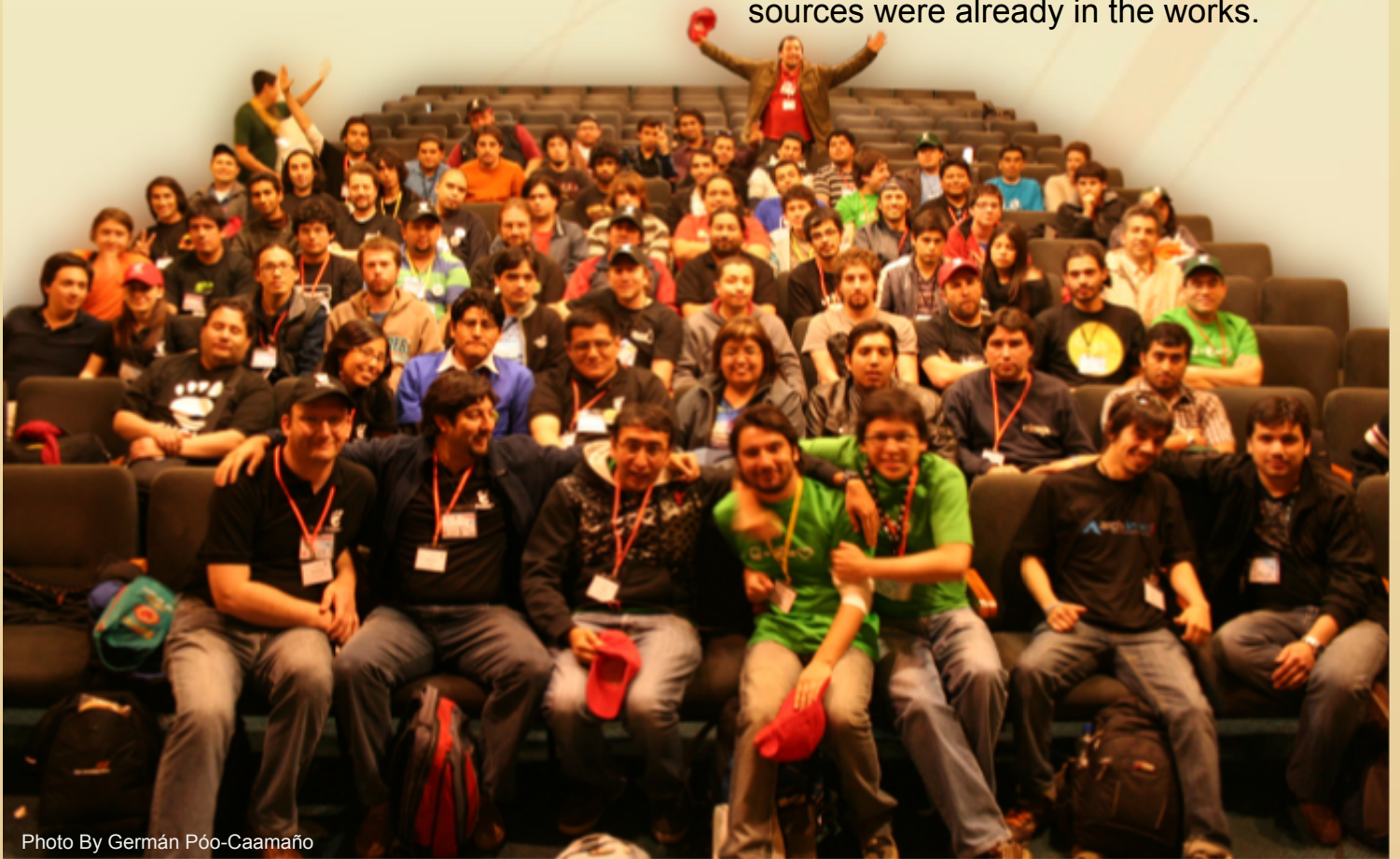


Photo By Germán Póo-Caamaño

# GNOME Events Worldwide

## Desktop Summit 2009

### The History of GUADEC

This is the eleventh year in which the developers and users of GNOME will gather in person to discuss the future direction of the project, and to spread word of GNOME and the benefits of Free Software.

The story of GUADEC begins in Paris in 1998, where a number of GNOME developers, who had worked together via the internet, thought it might be nice to finally meet in real life. They have met at the GUADEC conference every year since then.



Photo by Lucas Rocha

Every year, at different cities of World GUADEC brings together more than 500 people, with a dazzling array of keynote speakers from disparate sectors such as government and education, as well as GNOME community leaders. We were also pleased to welcome several key KDE and FreeDesktop.org developers, resulting in some important advances in desktop interoperability for GNU/Linux and Unix. By years between 2000 and 2009, GUADEC was in Paris (France), Copenhagen (Denmark), Seville (Spain), Dublin (Ireland), Kristiansand (Norway), Stuttgart (Germany), Vilanova (Catalonia), Birmingham (England), Istanbul (Turkey), Gran Canaria (Spain). And upcoming conference, GUADEC 2010, will take place in The Hague (Netherlands).



# GNOME Events Worldwide

## Desktop Summit 2009

GCDS'09 is a special opportunity for the KDE and GNOME communities who are for the first time co-locating GUADEC and Akademy, their annual conferences, enabling shared activities and collaborative sessions while retaining the unique and independent nature the events have enjoyed in previous years. With the added benefit of a local (Spanish) programme. GNOME and KDE along with the Cabildo of Gran Canaria (local government), are the main organizers. Other local organizers are included on the Organizers section.



Photo by Lucas Rocha





# GNOME Foundation development

## Hackfests

**GNOME Hackfests:** The GNOME Foundation doubled the number of hackfests GNOME contributors were able to organize and attend year over year from three hackfests to six. Hackfests are an opportunity for GNOME developers to meet face to face discuss to further a GNOME application or project. Face to face interaction can bring a high energy level not always found when doing distributed development at a global level and spurs excitement, innovation and passion. Hackfests can vary from planning and roadmap discussions to sprints to add new features or create new applications.



Photo By Alberto García.

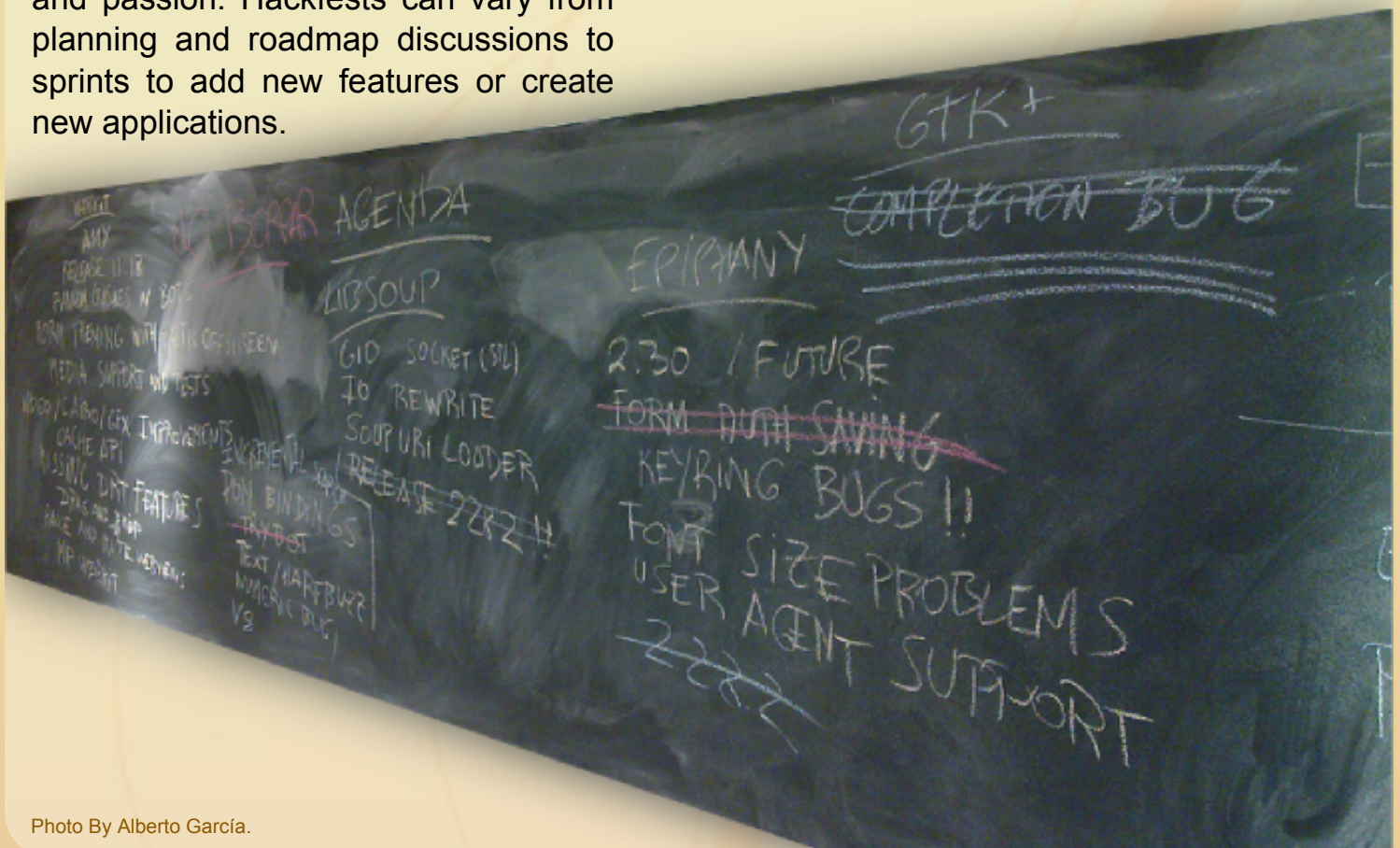


Photo By Alberto García.

# GNOME Foundation development

## Hackfests

**GTK+ Theming:** The first hackfest of 2009 was GTK+ Theming in Dublin, Ireland. Participants from GNOME included Alberto Ruiz, Benjamin Berg, Carlos Garnacho, Cody Russell, Robert Staudinger, Thomas Wood and Hagen Schink. Jens Bache-Wiig from Qt and Michael Ventnor from Mozilla also joined the hackfest. Hackfest attendees developed a common vision for GTK+ 3.0 theming and also possible integration points with Qt. Going forward it was decided that a Cairo based API and CSS format/semantics would be used for theming and the element matching. A GtkStyleContext prototype was created, libcroco, a library allowing the ability parse CSS files in the future was improved, and shaped widget support was added, helping make the GTK+ Theming Hackfest successful.

**Zeitgeist:** Thirteen GNOME hackers converged on Bolzano, Italy to work on the GNOME Activity Journal, and the engine that powers it, Zeitgeist. Zeitgeist is an event logger, allowing it to monitor what a user does on their desktop including what documents are used, with whom the user chats with via instant messaging and what websites a user visit. GNOME Activity Journal in GNOME 3.0 will use the Zeitgeist engine to help

users manage their data and activities better, such as helping a user find a file that was used on a specific day. The hackers got together in the hackfest to plan their work for GNOME 3.0 and brainstorming and implement those solutions. New APIs were developed, user interface mockups were designed and worked on, collaboration with the Tracker project was discussed, and unit tests were run. The Zeitgeist hackfest was the first time key developers were able to meet and work together in the same room and everyone was grateful for the opportunity. Video Hackfest.



Lucas Rocha - Photo By Vinicius Depizzol

# GNOME Foundation development

## Hackfests

**Video Hackfest:** Collabora kindly hosted the Video hackfest in Barcelona Spain, with twelve developers meeting in the Collabora offices. Developers from multiple projects including Gstreamer, Cairo, Maemo and more met to improve the Linux desktop video experience. New feature and development, including aggressive timelines, were agreed to improve video on the desktop with a goal of making it into the next round of distribution releases. It was agreed to switch Gstreamer to Cairo for the default video transport model, a Mesa GLX extension was proposed and code was written to improve threading models, and a number of Cairo APIs were improved. Users should see video playback improvement from some distributions starting in early 2010.

### Sponsors:



Photo By Alberto Garcia.

# GNOME Foundation Finances

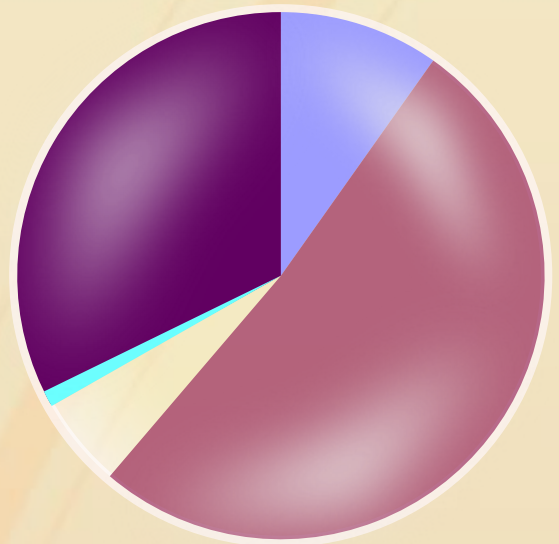
The GNOME Foundation collects donations from companies and individuals and spends the money on developing the GNOME desktop, development platform, and mobile technologies.

## Income

In 2009 the GNOME Foundation raised approximately \$295,000, almost identical to 2008. A financial goal in 2009 was to diversify the revenue stream in GNOME, starting with the Friends of GNOME program. The Friends of GNOME program grew from about \$7,000 in 2008 to almost \$30,000 in 2009 - thank you to everyone who donated to the Friends of GNOME program! Lastly, we changed the way we account for GUADEC and the Desktop Summit and created a new line item for GUADEC sponsorship and changed Corporate Sponsorship to account for monies received for hackfests over and above Advisory Board Fees.

Income in 2008 came from the following sources:

Friends of GNOME	\$28,969
Advisory Board Fees	\$152,000
Corporate Sponsorship	\$16,3338.39
Royalties	\$376
GUADEC Corporate Sponsorship	\$97,800



- Friends of GNOME
- Advisory Board Fees
- Corporate Sponsorship
- Royalties
- GUADEC Corporate Sponsorship

# GNOME Foundation Finances

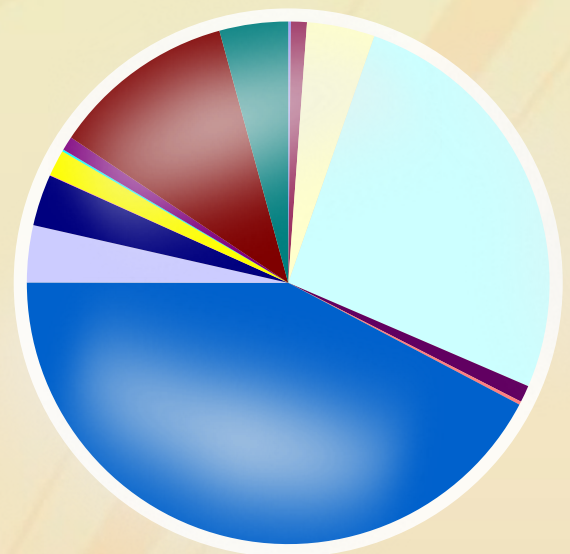
## Expenses

We spent our incoming primarily on travel expenses to help GNOME developers attend events such as the first Desktop Summit in Gran Canaria and other GNOME events and hackfests such as GNOME.Asia, the Boston Summit and more. For the fiscal year ending in September 2009, we grew from one hackfest in 2008 to four hackfests in 2009 giving developers a chance to meet face to face to improve GNOME.

In 2010 we hope to continue to build on the success of Friends of GNOME as well as fund more hackfests as GNOME 3.0 approaches.

Our spending in 2009 breaks down as follows:

Supplies	\$480.31
Bank Fees	\$2,799.82
Accessibility Program	\$12,000.00
Conferences	\$74,660.70
Insurance	\$2,968.41
Office Supplies	\$583.80
Salaries	\$120,872.57
Staff Tax Expense	\$10,065.77
Professional Services	\$9,115.17
Equipment Rental	\$75.50
Marketing	\$4,664.25
Fees	\$343.36
Depreciation Expense	\$2,491.00
Uncollected Income	\$32,500.00
Penalties (2005 & 2007)	\$12,120.00



# GNOME Foundation development

## List of all 2009 donors

**Sponsor:** Alexandre Krastelev - Brian Cameron - Eduardo Villanueva Che - Jeff Schroeder.

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# GNOME Foundation development

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# GNOME Foundation development

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*The GNOME Rockstars*

Design by Loreto Godoy A.

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## Foundation 2009 Members

The GNOME Foundation ended 2009 with 353 members. The Foundation welcomed 52 members in 2009 and 115 people renewed their membership.

Looking at the Foundation membership in total, 55% of the Foundation's members have been members since 2006 and 45% have been around less than 3 years. Congratulations to the following nine members for having reached 8 years with the GNOME Foundation:

-  **Glynn Foster**
-  **Richard Stallman**
-  **Luis Villa**
-  **Frédéric Crozat**
-  **Pawel Salek**
-  **Murray Cumming**
-  **Alexander Larsson**
-  **Behdad Esfahbod**
-  **Oliver Crête**

If you are interested in joining the GNOME Foundation, please visit <http://foundation.gnome.org>.



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