

TRABAJO PRÁCTICO

Administración GNU/Linux

Nivel 1

Conociendo Gnome3



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Introducción

<<"Aparentemente los desarrolladores han decidido que es 'demasiado complicado' hacer verdadero trabajo en su escritorio, y han decidido que fuera realmente irritante hacerlo">> Fue la dura crítica proveniente de Linus Torvalds hacia la nueva versión de Gnome, ya que fue una trancisión difícil para los acostumbrados usuarios de Gnome2 dar un salto en el paradigma de entornos hacia Gnome3.
Este informe se propone hacer una análisis constructivo sobre tan controversial entorno de escritorio. Desarrollando los aspectos y características mas importantes y evaluando sus detalles de usabilidad.

¿Que es Gnome?

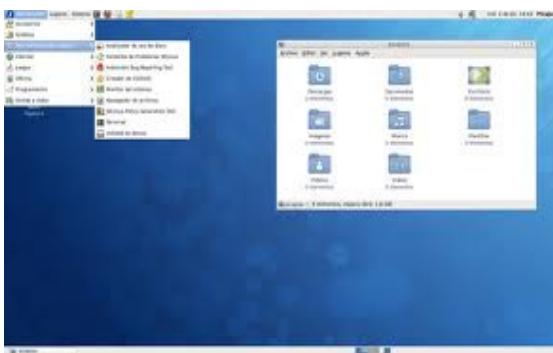
Gnome (***GNU Network Object Model Environment***) es un entorno de escritorio para sistemas operativos GNU/Linux, Unix y derivados, nacido como alternativa a KDE y compuesto completamente por software libre. Formando parte oficial del proyecto GNU. El proyecto Gnome comprende de un gestor de ventanas intuitivo, versatil, sencillo, y muy eficiente. Se originó enfocandose en la simplicidad, usabilidad y rendimiento que un usuario desearia.



Asegurando la accesibilidad para cualquier tipo de usuario, contando con código fuente disponible para reutilizaciones bajo una licencia de software libre, y con una comunidad en crecimiento, Gnome se transformo en el entorno de escritorio favoritos de muchos usuarios de GNU/Linux.

¿Que es Gnome Shell?

Gnome Shell es la interfaz de usuario básica del entorno de escritorio Gnome. A partir de su versión 3.0 y actualmente en su versión 3.8, referente a este informe, reemplaza su modelo clásico de escritorio usado en versiones anteriores...



Criticas

Entre los críticos de la nueva versión está Linus Torvalds, diciendo que: "aparentemente los desarrolladores han decidido que es 'demasiado complicado' hacer verdadero trabajo en su escritorio, y han decidido que fuera realmente irritante hacerlo". Torvalds citó problemas de usabilidad de GNOME 3.0. Además indicó que sus objeciones fueron universalmente sostenidas por la variedad de desarrolladores Linux que él conocía.

Stephen Ewen, desarrollador líder para UberStudent, ha citado ejemplos demostrando que el GNOME 3.0 es un "obstáculo" a la productividad computacional académica del estudiante. Adicionalmente sostuvo que los problemas de usabilidad de GNOME 3.0, comparado con su versión anterior, colocaron en gran parte al mundo del escritorio Linux en lo que describió como "crisis". Indicó que esto fue provocado porque los desarrolladores de GNOME se habían "vuelto personalmente cautivados con los Macs de Apple.

Respuesta de la Comunidad de Gnome

Respondiendo a algunas de estas críticas, el diseñador William Jon McCann de GNOME dijo en una entrevista que "la gente no está inventando y [GNOME] de hecho puede no ser lo que quiere", indicando que "hay muchos productos diferentes afuera que pueden cubrir mejor su manera de trabajar". Sin embargo, les recordó que "éste no es la primera vez que nosotros hemos encontrado tales reacciones", agregando que "muchas de la misma gente que ahora está afirmando que GNOME 2 era una gran cosa, eran algunos de los opositores más vocales de las cosas que hicimos en GNOME 2". También comentó que una "retroalimentación es ciertamente válida y vamos a utilizar eso para tomar decisiones informadas en el ciclo de GNOME 3", haciendo incapié en que GNOME 3 todavía está temprano en el desarrollo y que tomó "ocho, nueve años terminar GNOME2 y nosotros hemos tenido como cuatro meses de GNOME 3".

Consecuencias

Como resultado de que GNOME 2 ya no está siendo mantenido, fue creado el proyecto de ambiente de escritorio MATE como un [fork](#) del GNOME 2.9 MATE se propone mantener el código base de GNOME 2 y la suite de aplicaciones, manteniéndolos hasta actualizadas y también ofreciendo la experiencia tradicional del GNOME 2.

"Mint Gnome Shell Extensions" (MGSE) (Las Extensiones Shell de Gnome de Mint) fueron creadas por los desarrolladores de Linux Mint para llevar la experiencia de usuario del GNOME 2 al GNOME 3. En enero de 2012 los desarrolladores de MGSE anunciaron el Shell Cinamon que bifurcaron del GNOME Shell. Fue pensado para mantener la tecnología subyacente del GNOME Shell, incluyendo Mutter y GTK+3, mientras que proporciona una más tradicional interfaz de usuario tipo GNOME 2.

Novedades de Gnome 3.8

Las novedades representativas de lo que es la quinta versión estable de gnome 3 situandonos en la versión 3.8, referente al enfoque de éste trabajo, prometen ofrecer al usuario una mejor experiencia de manejo en cuanto usabilidad y confort.

Lanzar aplicaciones

GNOME 3.8 introduce una nueva vista de lanzamiento de aplicaciones. La pestaña 'Frecuentes' incluye las aplicaciones más usadas, lo que significa que no tendrá que gastar tiempo en buscar las cosas que más usa. La pestaña 'Todas' muestra todas sus aplicaciones y también incluye carpetas de aplicaciones, que contienen varios grupos de aplicaciones. Esto hace que sea más sencillo examinar sus aplicaciones.

Buscar

La búsqueda desde la Vista de actividades se ha rediseñado con una nueva vista de resultados de búsqueda, así como con una nueva configuración de búsqueda. Juntas, estas mejoras permiten que cualquier aplicación muestre resultados de búsqueda, haciendo que la búsqueda desde la Vista de actividades sea una manera más potente de acceder al contenido proporcionado por las aplicaciones. La nueva configuración de la búsqueda proporciona control sobre qué aplicaciones mostrarán resultados de búsqueda, así como su orden en la lista de resultados.

Privacidad y compartición

También incluye una amplia configuración nueva de privacidad y compartición. Esto le permite controlar quién tiene acceso al contenido de su equipo, cuánta información personal se muestra en la pantalla y qué características de rastreo de su actividad deben estar activadas.

Relojes

La última versión de GNOME incluye una nueva aplicación del núcleo, llamada Relojes. En 3.6 se publicó una primera versión de esta utilidad y ha madurado junto al resto de aplicaciones pertenecientes al conjunto de aplicaciones de GNOME.

Incluye varias características útiles, incluyendo relojes para diferentes partes del mundo, alarmas, un cronógrafo y un temporizador.

Renderizado de animaciones mejorado

Incluye un avance tecnológico significativo en la forma en que se representan los gráficos animados. Al mejorar la coordinación entre los componentes responsables de mostrar gráficos animados, la eficiencia es mucho mayor y el rendimiento se ha mejorado. El resultado de este trabajo son transiciones visuales y cambios del tamaño de las ventanas más suaves y robustas. También es más suave la reproducción de vídeo bajo algunas condiciones.

Modo clásico

El modo clásico es una característica para aquellas personas que prefieren una experiencia del escritorio más tradicional. Construido por completo sobre tecnologías de GNOME 3, añade varias características como un menú de aplicaciones, un menú de lugares y un intercambiador de ventanas en la parte inferior de la pantalla. Cada una de estas características se pueden usar de manera individual o en combinación con otras extensiones de GNOME.

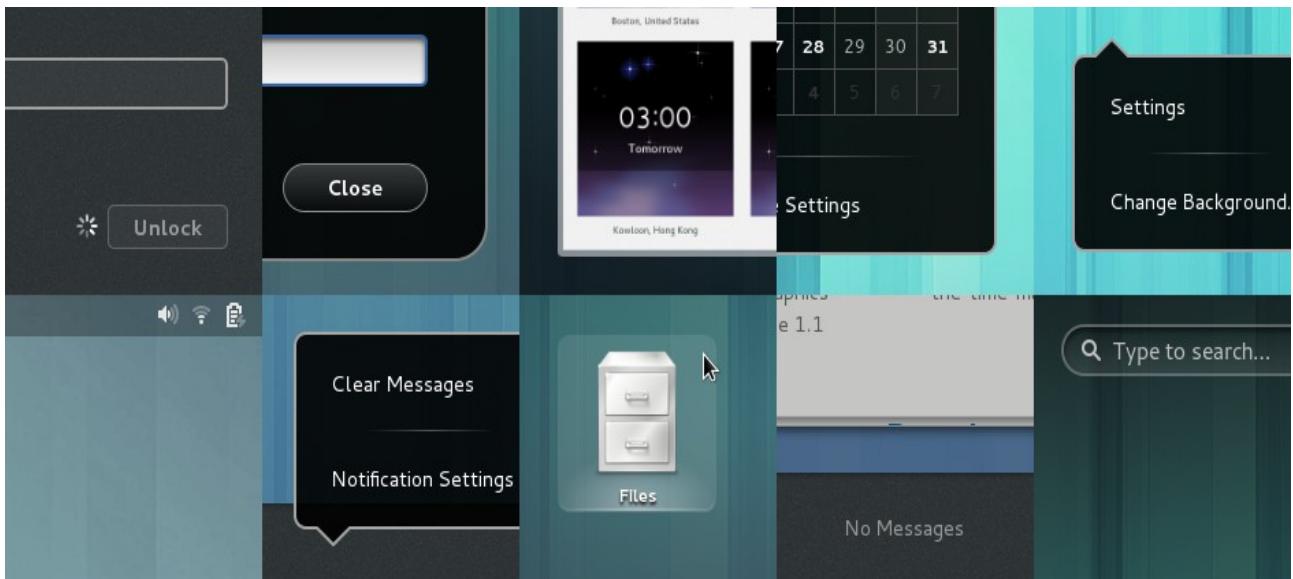
Métodos de entrada

Los métodos de entrada integrados se introdujeron por primera vez en la versión anterior, en GNOME 3.6. Se ha trabajado mucho sobre ellos, añadiendo características nuevas y corrigiendo errores. Entre los cambios, se incluye un nuevo selector en pantalla de los métodos de entrada, ventanas emergentes con caracteres candidatos, nueva configuración de Región e idioma y la inclusión de todos los motores de métodos de entrada en el menú de métodos de entrada.

Detalles

GNOME 3.8 incluye una gran cantidad de correcciones de errores y de pequeñas mejoras. Se han tenido en cuenta muchos detalles para ofrecer una experiencia más pulida, incluyendo nuevas transiciones animadas, mejoras visuales y correcciones en

la usabilidad. Muchas de estas mejoras se han hecho como parte de la iniciativa Cada detalle importa, que ha corregido cerca de 60 errores durante el ciclo de desarrollo de la versión 3.8.



Instalar Gnome3

Si bien podemos optar por una instalación base de alguna distribución que lo lleve como entorno de escritorio predeterminado, nos enfocaremos en una actualización sencilla enfocandonos en una de las distribuciones mas populares como lo es Fedora en su version 18.

Podremos obtener nuestro gnome3 en su mas reciente version (3.8) con este simple comando:

```
sudo yum groupinstall "GNOME Desktop Environment"
```

Configurar y mejorar la apariencia de Gnome3

1) Algunas "dependencias"

Necesitaremos instalar algunas dependencias para hacer que las extensiones de Gnome Shell funcionen bien:

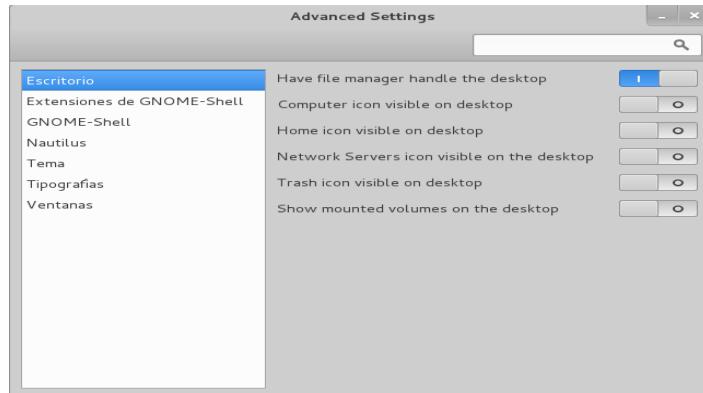
```
sudo yum -y install gnome-shell-extension-common
```

2) Instalar la gnome-tweak-tool

La herramienta por excelencia para modificar/gestionar Gnome Shell, en Fedora se hace con:

```
sudo yum -y install gnome-tweak-tool
```

Con esta herramienta puedes hacer muchas cosas: elegir qué botones de ventana tener, Activar/Desactivar extensiones, instalar temas y apariencias, modificar el comportamiento del escritorio bajo ciertas circunstancias y demás.



3) Activar Click secundario en el escritorio e íconos

Si te gustaría tener disponible la función de click secundario en tu escritorio y también poder tener íconos, en **Gnome-Tweak-Tool** nos iríamos al apartado de **Escritorio** y marcamos la opción de "**Have File Manager to Handle the Desktop**" Eso nos permitirá tener click secundario y si tenemos archivos guardados en nuestro escritorio estos se mostrarán ahí. En ese mismo apartado podemos configurar otras opciones de íconos especiales si así lo deseamos también.

4) Extensiones útiles en Gnome-Shell

En <http://extensions.gnome.org/> podremos encontrar muchas extenciones que harán de la experiencia Gnome algo mucho mas placentero. Un listado de las mas recomendadas y útiles:

- Remove Accessibility
- Alternative Status Menu
- User Themes
- Advanced Settings in User Menu
- Places Status Indicator
- Removable Drive Menu
- Trash

- Force Quit
- Bluetooth Icon Remover (Si no tienes bluetooth)
- Show Desktop Button
- Multiple Monitor Panels (Si usas varios monitores)
- Web Application Menu
- System-Monitor

5) El tema GTK y de íconos

El tema GTK de Gnome Shell puede cambiarse facilmente. Por ejemplo si se desea instalar el tema **GreyBird** solo basta con ejecutar el comando correspondiente:

```
sudo yum -y install greybird-*
```

Y luego en el apartado de **Tema** de la **Gnome-Tweak-Tool** podremos seleccionar como tema GTK a **Greybird**.

En cuanto a los íconos se recomienda usar el pack de íconos **Elementary**. (muy popular) Para usarlo, lo descargamos, lo extraemos y copiamos la carpeta "elementary" (que estará dentro de la carpeta *icons* que aparecerá al extraer el comprimido descargado) a **/usr/share/icons**, esto se puede hacer con el comando:

```
sudo cp -R ruta/a/elementary /usr/share/icons
```

6) Tema del Shell

Si no te gusta el tema que viene por defecto para Gnome-Shell, siempre puedes conseguir más, En Fedora basta con buscar **gnome-shell-theme** en tu gestor de paquetes para obtener una lista de varios temas disponibles desde los repositorios, luego podrás elegir tu preferido con la **Gnome-tweak-tool** en el apartado de **Tema**.

7) Hacer más agradable la terminal

Cuando abres tu terminal, si te vas al menú **Editar>Preferencias del Perfil>Colores**, podrás modificar la coloración de la misma y de hecho ahí mismo en las preferencias

del perfil hay mucho que puedes cambiar...

8) Aplicaciones Predeterminadas

Puedes cambiar tus aplicaciones predeterminadas en Gnome Shell desde el Menú de usuario en el apartado de "Configuración del sistema>Información del Sistema" Esto es útil por ejemplo si quieres establecer un Navegador Web predeterminado para las búsquedas, entre otras cosas.

9) Forzar el Modo "Fallback"

Si no te acostumbras al Shell siempre puedes forzar al escritorio a mostrarse en modo *fallback*, que es el modo optimizado para computadoras sin aceleración gráfica. Éste modo de visualización para Gnome 3 se parece mucho al "Gnome Classic" al que muchos usuarios están acostumbrados. Para forzar el modo "Fallback" nos vamos a "Configuración del Sistema>Información del sistema>Gráficos" Activamos dicha opción y reiniciamos nuestra sesión. Cabe destacar que a partir de F17, fedora nos ofrece como opción de fallback también un Gnome Shell 2D que es prácticamente idéntico al original pero que no requiere de aceleración gráfica para funcionar.

Conclusión

La conclusión final, luego de probar susodicho entorno, es que tiene mucho potencial para superar todas las críticas actuales, y con el tiempo, volver a ser uno de los mas usados.

Se buscó crear un entorno libre de distracciones que enfoque al usuario en lo importante. Pero cada usuario es diferente, y lo que es importante para uno no lo es para otros.

Teniendo en cuenta el uso de equipos cada vez mas potentes, pienso que fue una apuesta acertada en evolucionar el entorno y dar un salto de paradigma prematuro. Segun la comunidad no siempre funciona bien y aun quedan muchos bug por mejorar y optimizar pero evoluciona de una forma muy acelerada compranadolos con su predecesor.

En una simple opinion los desarrolladores pensaron en un usuario futuro y enfocaron

el estilo y la forma de trabajo en equipos modernos ... tal vez táctiles. Y creo que fue algo bueno y los que alguna vez lo criticaron se retractarán en algun momento.

Y para los que les gusta Gnome2 tendran que optar por algun fork que mantenga esa perspectiva clásica.

Como siempre cada usuario es libre de elegir, por mi parte deje de lado KDE y opté por Gnome.

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