

Ubuntu: Ubuntu Podcast, Wine Concerns, Parallel Installs and Vanilla Framework 2.0

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Created 20/06/2019 - 9:57pm

Submitted by Roy Schestowitz on Thursday 20th of June 2019 09:57:37 PM Filed under [Ubuntu](#) [1]

- [Ubuntu Podcast from the UK LoCo: S12E11 ? 1942](#) [2]

This week we've been to FOSS Talk Live and created games in Bash. We have a little LXD love in and discuss 32-bit Intel being dropped from Ubuntu 19.10. OggCamp tickets are on sale and we round up some tech news.

It's Season 12 Episode 11 of the Ubuntu Podcast! Alan Pope, Mark Johnson and Martin Wimpress are connected and speaking to your brain.

- [Wine Developers Appear Quite Apprehensive About Ubuntu's Plans To Drop 32-Bit Support](#) [3]

It's looking like the plans announced by Canonical this week to drop their 32-bit packages/libraries beginning with Ubuntu 19.10 will be causing problems for the Wine camp at least in the near-term until an adequate solution is sorted out for providing their 32-bit Wine builds to Ubuntu users.

Wine and Steam are among the few prominent Linux software packages still prominently living mostly in a 32-bit world. Valve certainly has the resources to come up with a timely solution especially with Ubuntu being the most popular Linux distribution used by Steam and they can move on with shipping their own 32-bit Steam Runtime libraries and other changes as needed. For the upstream Wine project it might be a bit more burdensome providing 32-bit Wine packages for Ubuntu.

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[Parallel installs ? test and run multiple instances of snaps \[4\]](#)

In Linux, testing software is both easy and difficult at the same time. While the repository channels offer great availability to software, you can typically only install a single instance of an application. If you want to test multiple instances, you will most likely need to configure the remainder yourself. With snaps, this is a fairly simple task.

From version 2.36 onwards, snapd supports parallel install ? a capability that lets you have multiple instances of the same snap available on your system, each isolated from the others, with its own configurations, interfaces, services, and more. Let?s see how this is done.



[Vanilla Framework 2.0 upgrade guide \[5\]](#)

We have just released Vanilla Framework 2.0, Canonical?s SCSS styling framework, and ? despite our best efforts to minimise the impact ? the new features come with changes that will not be automatically backwards compatible with sites built using previous versions of the framework.

To make the transition to v2.0 easier, we have compiled a list of the major breaking changes and their solutions (when upgrading from v1.8+). This list is outlined below. We recommend that you treat this as a checklist while migrating your projects.

[Ubuntu](#)

Source URL: <http://www.tuxmachines.org/node/125088>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/121>

[2] <http://ubuntupodcast.org/2019/06/20/s12e11-1942/>

[3] https://www.phoronix.com/scan.php?page=news_item&px=Wine-Unsure-Ubuntu-32-Bit

[4] <https://blog.ubuntu.com/2019/06/20/parallel-installs-test-and-run-multiple-instances-of-snaps>

[5] <https://blog.ubuntu.com/2019/06/20/vanilla-framework-2-0-upgrade-guide>