

What to Expect in GNOME 3.34 and Thessaloniki GUADEC Reports

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The GNOME 3.34 release is set for an early September release, and it'll ship with a sizeable set of new features and changes in tow.

Among the new stuff that GNOME 3.34 brings, which millions of desktop Linux users can look out for, is easier app folder creation, a entirely revamped system profiling tool, and power ups for a crop of core apps.

In short, GNOME 3.34 is a substantial yet iterative upgrade that buffs some of this free desktop's rougher edges, particularly in so-called problem areas like animations and frame rates.

There's plenty more to talk about so read on to snare a sneak peek at the best new features in GNOME 3.34!

- [Will Thompson: ??????? ????????](#) [3]

GUADEC in Thessaloniki was a great experience, as ever. Thank you once again to the GNOME Foundation for sponsoring my attendance!

- [Adrien Plazas: GUADEC 2019](#) [4]

I attended Christian's talk about designing multi-process apps, it sparked the interest of Alexander Mikhaylenko who rapidly started playing with these concepts, as we plan since a long time to run Libretro cores in a subprocess in GNOME Games.

Lubosz presented his work on the VR Linux desktop. Even better, he demoed it, and the next day it was possible to test it in the corridor! So I did, and it was pretty amusing.

[GNOME](#)

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://www.omgubuntu.co.uk/2019/09/best-gnome-3-34-features>

[3] <https://blogs.gnome.org/wjtt/2019/09/03/%CE%B3%CF%85%CE%B1%CE%B4%CE%B5%CE%BA-%CF%87%CE%BA%CF%80%CF%84%CE%B3%CE%B5%CE%B4/>

[4] <http://bytesgnomeschozo.blogspot.com/2019/09/guadec-2019.html>