Walking the Tux road, one system at a time. A short while back, I thought a departure from the proven mainstream dozen distros would do me some fresh good. So I grabbed Solus OS, I tested Peppermint, and now, I'd like to embark on an Arch adventure.

Previously known as ArchMerge, Arcolinux is a distro that obeys Monty Python's rule of three. Three shall be the number of versions, and the number of desktop environments shall be three. Not two, not four. ArcoLinux has the main edition plus D and B builds for tinkerers. I opted for the Xfce-clad 19.12 release. Without further ado, let's see what gives.

[...]

I am struggling to reconcile with the polar brilliance of the Linux desktop. Even now, some 15+ years since I started using it, I haven't gotten used to it. You get something really cool, and then a bunch of random cosmic events that ruin the experience. And this is because most distros aren't designed with the end user in mind, and they have no product awareness.

Arcolinux has some interesting points. But this ain't new, radical or special. You can pick any distro, and it will do something significantly better than others. Then, it will also fail three or five basic things that ordinary folks expect.
And most distros have this problem - they do not address the most mundane activities or needs that one wants in a desktop. Arcolinux was fast, it did all right on the connectivity front, but it's quite rough around the edges, and if you deviate from the dark-theme unicorn, the session loses all traces of fun. Which is not how it's meant to be. If you want to test something a bit avant-garde, and Arch-based at this, perhaps you want to look at Arcolinux. For me, this is a classic manifestation of a much wider problem in the Linux space, and once again, sadness rules supreme at the end of the short review.

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