

Distros: Debian, SUSE and Slackware

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Submitted by Roy Schestowitz on Saturday 9th of May 2020 06:52:34 PM Filed under [GNU](#) [1] [Linux](#) [2] [Slack](#) [3]

- [Thorsten Alteholz: My Debian Activities in April 2020](#) [4]

This month I accepted 384 packages and rejected 47. The overall number of packages that got accepted was 457.

- [Use Speedtest CLI to test your Internet Speed on Debian 10](#) [5]

In order to fix problems with slow connections that lead to poor Internet access, we first want to check the Internet speed on our system. E.g. when you have switched to a new internet connection and want to make sure that you are getting what the provider offers, it is useful to check the internet speed. In this article, we will use a Linux command-line tool called speedtest-cli. It is written in Python and uses the website speedtest.net to check bandwidth by uploading and downloading data to and from your system.

- [Community Account Migration](#) [6]

The authentication system behind the following services are expect to changed this month. Here is a list of services the might be affected. An email about this topic was sent out on the

openSUSE Project Mailing List. More information about this topic will be updated on the Account Migration Wiki page.

[...]

The services using the Community Accounts will migrate step-by-step. This means that for some days you need to use the old and new credentials until the services are migrated.

- [openSUSE Tumbleweed ? Review of the week 2020/19](#) [7]

During this week, we managed to set a new record: the most broken Tumbleweed snapshot handed over to openQA. W whopping 9 tests out of > 220 passed, everything else failed. What a luck we have openQA, right? Nothing of that was mirrored out and sent out to users. Fur the curious ones: the issue came from an incomplete rebuild after the switch to Ruby 2.7. Still, we managed to release 6 snapshots during this week (0429, 0501, 0502, 0503, 0504 and 0506)

- [Old box, dumb code, few thousand connections, no big deal](#) [8]

I wrote up a load testing tool, too. It will create any number of worker threads, each of which opens a TCP connection back to the server. Each one of those will fire a request down the pipe, wait for the response, sleep a configurable period, and then go again.

Let's say I stand up the server and a loadgen instance on the same machine. In this case it's my nine-year-old workstation box running Slackware64. I tell the load generator to hit the server (on localhost), run 2000 workers, and wait 200 milliseconds between queries.

[GNU Linux Slack](#)

Source URL: <http://www.tuxmachines.org/node/137410>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/144>

[2] <http://www.tuxmachines.org/taxonomy/term/63>

[3] <http://www.tuxmachines.org/taxonomy/term/113>

[4] <http://blog.alteholz.eu/2020/05/my-debian-activities-in-april-2020/>

[5] <https://vitux.com/use-speedtest-cli-to-test-your-internet-speed-on-debian-10/>

[6] <https://news.opensuse.org/2020/05/09/community-account-migration/>

[7] <http://dominique.leuenberger.net/blog/2020/05/opensuse-tumbleweed-review-of-the-week-2020-19/>

[8] <https://rachelbythebay.com/w/2020/05/07/serv/>