The Art of (Not) Painting Pixels - GNOME Shell & Mutter

Being a compositor and a compositing window manager, the most important aspect Mutter and GNOME Shell is to paint pixels to your monitors with relevant content. A large part of this content is provided by applications themselves, but many elements still need to be rendered on top of them.

Over the past few years, Mutter's codebase has slowly but steadily been refactored, cleaned up, reorganized, and modernized. This includes the internal copies of Clutter and Cogl. With the beginning of the GNOME 40 development cycle, it all converged in a specially large and exciting set of changes which we'll be talking about in this article.

GSoD Weekly Summary

Before starting this week, I created an issue mentioning all the issues that I found and started completing them one by one while I kept adding new ones when required. So now the second task was to look again for the next issue which I found under ?Using the Keyboard? there was a link missing which I added in the documentation.

After this, the next task was to fix the subscript and superscript page style and add a link to it too. These changes I included with my previous PR.
The Local Communities (LoCo) Council has been vacant for some time and has not been restaffed due to a vacant Community Council. Since the Community Council has now been newly elected, a nomination for the LoCo Council is now being announced.

The LoCo Council is a board of people who are in charge of empowering and helping out LoCo Teams worldwide. Their members have two-year terms, and we have seven open seats at the Council.

MicroK8s is a lightweight and easy to use Kubernetes distribution designed to run in resource-constrained environments such as IoT and edge devices. As Canonical is eyeing enterprise use-cases it's making Microk8s more resilient by adding high availability capabilities to it.

Microk8s already has the clustering feature; with a single command, users can join multiple MicroK8s nodes in a cluster. With HA, as soon as users join three or more nodes, they get the Kubernetes control plane distributed across these nodes. If they join more nodes they get all the API services of Kubernetes available on all nodes and the control plane is still distributed on these nodes.

Source URL: http://www.tuxmachines.org/node/143820

Links: