KDE and GTK/GNOME

By *Roy Schestowitz*
Created *27/07/2021 - 4:22pm*
Submitted by Roy Schestowitz on Tuesday 27th of July 2021 04:22:51 PM Filed under KDE [1] GNOME [2]

- **GSoC 2021 KMyMoney - Post First Evals to Week 7** **[3]**

  I modified the code as suggested by my mentors that were related to coding conventions(according to C++, Qt and KDE).

  After adding the new members to the AlkOnlineQuoteSource constructor. I jumped into writing the unit tests. I realized that I haven?t added the new members in the function signature. After adding that, I build the files to check what all things break related to the constructor?s usage.

- **Peter Hutterer: libinput and hold gestures** **[4]**

  Thanks to the work done by Josè Expòsito, libinput 1.19 will ship with a new type of gesture: Hold Gestures. So far libinput supported swipe (moving multiple fingers in the same direction) and pinch (moving fingers towards each other or away from each other). These gestures are well-known, commonly used, and familiar to most users. For example, GNOME 40 recently has increased its use of touchpad gestures to switch between workspaces, etc. Swipe and pinch gestures require movement, it was not possible (for callers) to detect fingers on the touchpad that don't move.

  This gap is now filled by Hold gestures. These are triggered when a user puts fingers down on the touchpad, without moving the fingers. This allows for some new interactions and we had two specific ones in mind: hold-to-click, a common interaction on older touchscreen interfaces

where holding a finger in place eventually triggers the context menu. On a touchpad, a three-finger hold could zoom in, or do dictionary lookups, or kill a kitten. Whatever matches your user interface most, I guess.

The second interaction was the ability to stop kinetic scrolling. libinput does not actually provide kinetic scrolling, it merely provides the information needed in the client to do it there: specifically, it tells the caller when a finger was lifted off a touchpad at the end of a scroll movement. It's up to the caller (usually: the toolkit) to implement the kinetic scrolling effects. One missing piece was that while libinput provided information about lifting the fingers, it didn't provide information about putting fingers down again later - a common way to stop scrolling on other systems.

- **Christian Hergert: Ignoring GtkTextTag when printing [5]**

  Previously, If you wanted to do this, you had to remove all your tags and then print, only to restore them afterwards. This should be a lot more convenient for people writing various GtkSourceView-based text editors. Although, I?m suspect many of them weren?t even doing this correctly to begin with, hence this PSA.

KDE GNOME

Source URL: http://www.tuxmachines.org/node/153853

Links:
[1] http://www.tuxmachines.org/taxonomy/term/108
[2] http://www.tuxmachines.org/taxonomy/term/146
[3] https://suraj-sloth.github.io/2021/07/26/gsoc21-phase1-week7.html
[4] https://who-t.blogspot.com/2021/07/libinput-and-hold-gestures.html
[5] https://blogs.gnome.org/chergert/2021/07/27/ignoring-gtktexttag-when-printing/