

ubuntu forever

Ubuntu isn't a distro – it's a way of life. Where did it come from? How can you get the best from it? And what are the intentions of its super-rich founder? **Graham Morrison and Mike Saunders** find out.



ON THESE PAGES!

- Ubuntu 6.06 install guide.....Page 52
- Desktop walkthrough.....Page 53
- Easy and Enterprise.....Page 54
- Ubuntu's coolest bits.....Page 55
- Mark Shuttleworth interview...Page 56
- What's coming in Edgy Eft.....Page 56

And the Lord saw that there was Debian, and it was good. Well, it was good if you could wait two or three years between each release, and didn't mind the text-

based installer. What Debian did have was a keratinous community who were, and still are, totally devoted to a free operating system – more so than many other communities that surround a Linux distribution.

Then at the end of the nineties, the active South African Debian developer Mark Shuttleworth made a fortune on the back of the dotcom boom. He became determined to use some of his wealth to cement the role that open source software plays on the global software stage, and decided that he couldn't do that within Debian. Shuttleworth wanted to make a Linux distro that focused on providing the best experience for desktop users, with regular releases rather than endless political discussions and huge gaps between new versions.

Ubuntu was born out of Shuttleworth's desire to create a Linux for everybody. It uses Debian as a

backbone and inherits many of Debian's characteristics, such as its open-minded approach to proprietary software (through the use of unsupported repositories), and colossal package availability.

Shuttleworth calls himself the "self-appointed dictator for life", and sponsors Ubuntu development through Canonical Ltd. He has even put \$10 million of his own money into the Ubuntu Foundation, which guarantees that the project will continue even should anything nasty happen to him (or Canonical). The result is a strong, organised community that's in control of the distro's direction and focused on the end user.

What Ubuntu means

With its position at the top of DistroWatch.com's hit ranking and downloads increasing with every release, Ubuntu is a phenomenon: a new way to look at Linux focused on the end user, and a community that's always willing to help. Shuttleworth's interest in spreading free software in the developing world has led to a strong focus on language support,

such as Canonical's Rosetta project (<https://launchpad.net/rosetta>) to make it easier for users to translate programs into their own language. No one is excluded from the Ubuntu world: the distro is free to download, or you can have CDs sent to you without charge. Anyone can join in development of the project, providing they have the passion and the skills.

The Ubuntu team want no limits on the accessibility of free software. Whether you're sitting behind a T1 line in central London or waiting for Ubuntu CDs by post in a remote Angolan village, you can always get the best of Linux.

Sawubona Ubuntu!

It's amazing to think that two years ago, Ubuntu was a tiny Debian spin-off project that hadn't even cut a release. Today, it's the most popular distro on DistroWatch.com and has millions of users, a bustling community and commercial support. How did it come so far, so fast?

THE CHANGING FACE OF UBUNTU

Ubuntu 4.10 'Warty Warthog'	20 October 2004	LXF60 verdict: 8/10
Ubuntu 5.04 'Hoary Hedgehog'	8 April 2005	LXF68 verdict: 8/10
Ubuntu 5.10 'Breezy Badger'	13 October 2005	LXF74 verdict: 9/10
Ubuntu 6.06 'Dapper Drake'	1 June 2006	LXF81 verdict: 9/10



Warthog (above) to drake (right).

Ubuntu arrived on the open source scene on Wednesday 20 October, 2004. The version number represents the year and month of release, hence Ubuntu 4.10.

Just as the Debian project gives its releases *Toy Story* code names, Shuttleworth is fond of creating development names that represent some of the character he wishes to see in each release. The first was called The Warty Warthog. In the Ubuntu wiki, Warty is described as

“functional but not pretty”, but it did lay down some important foundations for each successive release of Ubuntu. Firstly, it was based on the Gnome 2.8 desktop and featured the gold-brown livery that has become synonymous with Ubuntu. It required a minimal amount of configuration, and had great hardware compatibility.

Most importantly, Warty featured naked people! In a stroke of marketing genius, Ubuntu's choice of backdrops included tastefully *Photoshopped*

images of folks without any clothes on (we couldn't exactly say *Gimped*, could we?). The images didn't last into the next release, but the interest they generated on the internet certainly did. We even removed the backgrounds from our *LXF60* review in the hopes of not offending anybody. We gave it 8/10 in December 2004 with a verdict that said, “Ubuntu provides a reliable and powerful solution that works virtually flawlessly”. People downloaded Ubuntu in their thousands.

One of the main motivations for the fork from Debian was to provide two releases a year in order to take advantage of all the cool software that was rapidly being developed. Under Shuttleworth's leadership Ubuntu was able to progress faster than Debian, which is prone to political distractions. Having a good source of funding helped too.

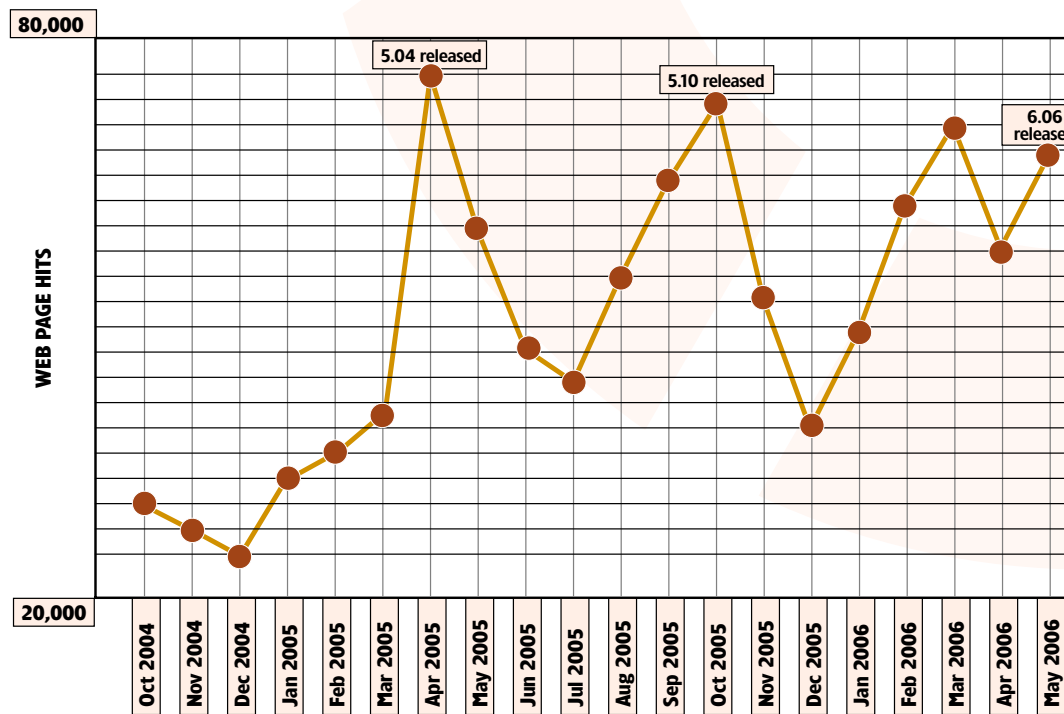
The sequel to Warty was released six and a half months later. Version 5.04, Hoary Hedgehog, was a different kind of beast. Not only had the packaging, styling and themeing of the desktop matured, so too had the

attitude of its developers. The most important addition was an entirely new version of the distro that provided an alternative desktop from the installation disc. Kubuntu, which means ‘towards humanity’ in the Bemba language of Zambia, uses KDE instead of Gnome, and was released in parallel with Ubuntu 5.04. Shuttleworth and Co. were sending out a strong message that there will be no division within the Ubuntu community – if people want KDE, they can have it with official blessing.

Into education

The open-minded attitude persists, and the community isn't afraid to create an off-shoot project if they feel there is enough demand. This is what happened with the next two releases, and there was a certain amount of diversification into areas that wanted to take advantage of Ubuntu as a stable platform. Breezy Badger, released in October of last year, was accompanied by another officially sanctioned distribution called Edubuntu. Unsurprisingly, this was

“FREE SOFTWARE IS ABOUT LETTING EVERY SMART GUY IN THE WORLD STAND ON THE SHOULDERS OF EVERY SMART GUY WHO'S GONE BEFORE HIM, AND DO HIS LITTLE INNOVATION DANCE.” MARK SHUTTLEWORTH



The number of hits per day Ubuntu has received on www.DistroWatch.com since its release.

designed for education, and includes a thin client as well as the best educational software that open source developers can provide. The idea is that schools with limited funds can run a network of seconded PCs with very little outlay.

That leads us on to the latest release, the Dapper Drake, where Gnome, KDE and educational flavours are joined by Xubuntu, which features the *Xfce* desktop and is an excellent way for older computers to get one of the best Linux distributions available. Dapper Drake is a milestone release. It's deemed stable enough to warrant long-term support and was built using tried and tested Linux technology. Not only this, but it has come at a time when there is finally a stable office suite (*OpenOffice.org*), as well as email and web browsing that won't scare users more familiar with other OSes. Ubuntu has come of age.

« Six steps to Dapper Drake

Ubuntu 6.06 is on your DVD this month. It's a Live distro, so you can try it out before committing it to your hard drive. To install, below, you'll need at least 5GB of hard drive space and 256MB of RAM (preferably 512MB). And on the opposite page, some things to look for in your new Ubuntu system.



Drop the LXF DVD into your drive and reboot your PC (making sure your PC is set to boot from the DVD drive rather than hard drive – see page 70). Hit Enter to boot the distro; if you have video problems, reboot your PC to this screen and select Safe Graphics Mode (press cursor down, then Enter).



Ubuntu will boot from the DVD to the Gnome desktop. You can start running apps, but remember that this is a Live distro, so any changes will be lost when you reboot! To start the installer, double-click on the Install icon in the top left. Now you're ready to copy Ubuntu to your hard drive.



First choose your language, then click on Forward to move to this time-zone screen. Here you can zoom in on the world map to locate your nearest city and make sure the clock is correct. When you're done, click on Forward again and confirm your keyboard layout is correct. Then press Forward.



You'll need a username and password to keep Ubuntu secure. Enter your full name at the top, then a short login name and a password (don't forget it!). You can change the name of the computer (the hostname) if you're familiar with networking; otherwise accept the default and click on Forward.



Time to define the hard drive space for Linux. If you have a blank drive, or a drive with a large (5GB+) area of free space, you can let Ubuntu create the Linux partitions automatically. You can also resize existing partitions. If you get stumped here, see our Coverdiscs guide (page 66).



Click on Forward to confirm your settings, and Ubuntu will be copied over. This window will appear. (Go to System > Log Out in the menu if you carry on.) Reboot your PC, eject the DVD before it starts up, and Ubuntu will boot from your hard drive. Log in as the user you specified in step 4, and you're ready to go!

Brown is beautiful

Ubuntu 6.06's default desktop is Gnome 2.14, with a distinct shiny orange–brown theme. The layout is largely similar to a stock Gnome installation, or indeed the Gnome setups used in other distros such as Fedora Core, and it's easy to navigate. If this is the first time you've run Linux, or you've been using a distro with KDE as the desktop, here's a quick overview of the essentials. (You can get more help by going to the System menu and clicking on Help.)

1 MENU The three menu items at the top left let you open Applications (any installed software), Places (filesystem locations) and System tools (configuration settings). Most of the software that you add via the *Synaptic* package manager will show up here.

2 TRAY In the top right is a clock, which you can right-click on to customise, along with system tray icons (such as network status). The red button logs you out – click here and a dialog will pop up. You can then choose to shut down, reboot or go to the login screen, where you can switch to any other desktops installed, including KDE (click on Options then Select Session).

3 NAUTILUS *Nautilus* is the Gnome file



manager. Note the preview facility, where some file icons show snippets of their contents as in the text files here.

4 ICONS To make certain files easily accessible, you can drag them to the desktop. Again, the image file here has a nifty thumbnail preview.

5 TASKBAR At the bottom is the taskbar, for switching between running programs. You can right-click on taskbar buttons to close apps that may not be visible. The icon in the bottom

left minimises all open windows, giving you a clear view of the desktop.

6 SWITCHER To the right of the taskbar is the workspace switcher. This gives you 'virtual desktops' – extra places to run your programs and avoid clutter. You can have one workspace for internet apps, one for office software etc.

Configuration tips

To change various settings for your installation, click on the System menu and go into the Administration sub-menu. Here you'll find a variety of

small tools to change the way your system works such as network connections and the screen resolution. Most of these tools ask you to enter your password, to confirm that you have the rights to change settings.

Also in the System menu is the Preferences sub-menu, which lets you tweak the cosmetic side of the distro – fonts, themes, sounds and so on. All together, these utilities give you a great deal of control over the whole distribution, and unless you're doing something particularly advanced you shouldn't have to stray into command-line territory.

HOW TO ADD MORE SOFTWARE

Ubuntu has thousands of software packages ready to install over the internet. Thanks to the distro's Debian foundations, almost every open source program in existence is available, and thankfully none is hard to install! The best tool for adding apps is *Synaptic*, a powerful package manager that includes useful searching features to find exactly what you want.

Before you run *Synaptic*, though, you'll want to add extra software repositories to Ubuntu. By default, the distro is configured to access a small number of popular and fully supported apps; but there's a lot more out there being built by the Ubuntu community, and we want those programs to be accessible too. Open a terminal

(Applications > Accessories > Terminal in the menu) and enter

```
sudo gedit /etc/apt/sources.list
```

Then enter your password and the text editor will pop up. Here we'll set the package tools to access extra packages – the Universe and Multiverse repositories, which contain a lot more than the default Main selection. At the end of the file, add these lines:

```
deb http://gb.archive.ubuntu.com/ubuntu/ dapper universe
deb-src http://gb.archive.ubuntu.com/ubuntu/ dapper universe
deb http://gb.archive.ubuntu.com/ubuntu/ dapper multiverse
deb-src http://gb.archive.ubuntu.com/ubuntu/ dapper multiverse
```

Save the file, exit, then at the terminal

enter `sudo apt-get update` to make the system aware of your changes. It'll get the new package listings from the internet. When it's finished, click on System > Administration > Synaptic, and the package manager will start. Here you

can browse the available software using the Categories on the left, or click the Search button at the top. When you've found a program you want to install, right-click on its name in the list, and select Mark For Installation. Now click on



Synaptic: your window to the vast world of free software.

the Apply Toolbar button and *Synaptic* will grab it from the net. If you get stuck at all, hit F1 for the online help!

« Take Ubuntu further

Get better file format support with an easy utility... or what about starting your own internet empire from the starship *Enterprise Ubuntu*?



EasyUbuntu

As great as Ubuntu is, there's one problem that catches people out: no supplied commercial codecs or software. If you try to play an MP3 under Ubuntu, for example, or watch a DVD, you'll hit a wall very quickly – they just won't work out of the box.

This is because Ubuntu avoids 'closed' file formats and applications, so that we end users get completely free (as in freedom to share) software that's not prone to licence or patent issues. The downside, though, is that some functionality such as MP3 playback, which is covered by patents, isn't included in the default installation.

If MP3 playback is not covered by patents in your country, the ever-resourceful Ubuntu community has come up with a way to add it without too much difficulty: *EasyUbuntu* (<http://easyubuntu.freecontrib.org>).

This small program does all the hard work of adding extra functionality to the distro, by automatically grabbing and installing software from the internet so that you don't need to spend ages searching through *Synaptic* or visiting third-party software sites.

Just enter the following in a terminal (go to Applications > Accessories > Terminal):

```
wget http://robotgeek.org/eu/easyubuntu-3.01.tar.gz
tar -zxf easyubuntu-3.01.tar.gz
cd easyubuntu
sudo python easyubuntu.py
```

Note: *EasyUbuntu* is updated regularly, so if those commands don't work for you, visit the project's website and read the new instructions.

You'll see a tabbed dialog, which lets you tick boxes to add the functionality you need (see image,



MP3 playback, DVD support and Java are just a mouse click away.

above right). Handily, *EasyUbuntu* also helps you to install extra free software that's normally a hassle to set up, such as MIDI playback. When you're done,

click on OK and *EasyUbuntu* will do all the work. After it's finished, log out and back in, and you can try all the features you've enabled!

Enterprise Ubuntu

Mark Shuttleworth surprised everyone when he announced in the lead up to Dapper's release that he wanted to compete with Red Hat and Novell for a chunk of the Linux enterprise market. And the first fruits of this strategy were visible when Dapper Drake was released with long-term support. This means there will be

five years of security updates provided by Canonical, which is essential for any IT manager wishing to install Ubuntu in a thriving business, and is the same strategy used by both Novell and Red Hat with the enterprise versions of their own distributions.

But Ubuntu has a trick up its sleeve: a strategic alliance with Sun

Microsystems, which is the very definition of an enterprise. Sun wants to use Ubuntu's server edition on its own SPARC hardware, and even pre-install it for its customers. This has culminated in a server version of Ubuntu 6.06 compiled specifically for Sun SPARC64.

The server version of Ubuntu doesn't have the usual plethora of packages you might expect from a typical Linux installation, but it's an incredibly useful way to quickly install the software

that a typical server would need. It's even useful for home users, although the SPARC version may be a little too much. The server version can be used as a simple file server, or even as the basis for a home media or web server. And if you decide you need the whole Linux desktop, installation is only a repository away.

You can find the various Dapper installation CDs, including the server installation, at <http://releases.ubuntu.com/dapper>.



IMAGE COURTESY: SUN MICROSYSTEMS INC

Some in the community have been surprised by the bond between Sun and Mark Shuttleworth, seen here at May's JavaOne event.

DAN'S BEST BITS

What does Ubuntu hacker Dan Holbach like most about the project?



"What I like most about Ubuntu is the complete transparency in the development and its thriving developer community.

If you want to know what's going on in the development or participate in the design and decisions of solutions, you

can Just Do It! It's simply marvellous to see people joining teams every day, integrating their own ideas and adding exciting and valuable aspects to Ubuntu in all the different sections we have."



The fantastic four

Ubuntu is a well-rounded project, but these four features in particular make it the Linux of choice for many beginners and experts alike.



Ubuntu's colour scheme extends to the login and shutdown screens.

Great looks

Mark Shuttleworth considers a good-looking desktop to be a feature, and we have to agree. You can recognise Ubuntu immediately because the artists have taken some genuine risks with the colour palette, and the brown colour scheme, admittedly brightened for Dapper Drake, has become a distinctive symbol for Ubuntu.

Debian compatibility

Thanks to Ubuntu's use of the Debian package format and a glut of well-supported online repositories, there's more software available for Ubuntu than any other distribution (well, that we can think of). Not only that, but Ubuntu is configured in such a way as to make it relatively easy to add third-party and unsupported repositories. This decision flies in the face of Fedora and SUSE, which deliberately make it hard to install anything that might pose a patent or copyright risk. All you need in Ubuntu is the correct library and the legal right to use it.

Synaptic is also worthy of a mention, because it makes getting to all this software relatively painless. Using its GUI, you can even add and enable your own repositories.

Launchpad

Launchpad is like an Olympic Village for Ubuntu athletes. It's the central

repository for Ubuntu development and consists of many different tools cleverly wrapped into a web interface.

A fair portion of the application itself has been written by Mr Mark Shuttleworth. It might not look much from the main page, where there's a simple list of new applications flanked by a list of top contributors on the left and top-paying bounties on the right. But beyond the main page is a wealth of functionality for those that hold an account (and anyone is free to apply). For ordinary users, the most useful

MARK'S BEST BITS

What does founder Mark Shuttleworth like most about the project?



"*NetworkManager* – we don't install it by default, because it seems to work about 70% of the time. It depends on your Wi-Fi card and so on. But just do `sudo apt-get install network-manager`, and then put the *NetworkManager* applet into your

session. Then you choose your Wi-Fi network from a list – you see them all, each one showing the signal strength, and it handles WEP, WPA and a bunch of other things. If it works for you, it's great."

function will be the *Malone* bug tracker (Bugsy Malone, geddddit?), which is designed to let anyone raise a ticket when they find a problem with Ubuntu. There are currently almost 50,000 bug reports and *Malone* lets groups of developers assign fixing duties to themselves and other team members. Bugs can range from the mundane (#50322: Please include games in Kubuntu) to the show-stopping (#34508: 2.6.15 kernel fails to boot on PPC machine).

If logging bugs isn't your thing, there is another way to help, and that's by translating the text in your favourite application to another language. Obviously, you need to be fluent in your chosen language, but it's a great way to make a contribution. When an

application is registered with LaunchPad's *Rosetta* project, you can type your translation for each string within the application directly. You don't even need to be running the application, although it helps to have some idea about what you're writing about. You can also track the progress for your language across every registered application.

Long Term Support

One area where Ubuntu outshines Debian is in long-term support (this is the LTS release). With the Dapper Drake release of Ubuntu, you can rely on five years of security updates. That's almost forever in Linux terms, and is two years more than Debian offers. It also shows Ubuntu's shift from having purely desktop ambitions to recognising the importance of its server version. Of course, it's not going to do Ubuntu's schooling and local government initiatives any harm either, where five years of support is a massive boost.

Unlike in previous releases, the project has made a commitment to backport important applications to work with Dapper Drake. This won't include major new functionality like you get with a new release of Gnome or KDE, but might well include minor updates that fix more than just security. CUPS is the perfect example, as Dapper shipped with the rather cutting-edge 2.0 flavour. If later versions can solve some of the problems associated with 2.0, a backported version will be made available to Ubuntu users.



Launchpad is the centre of the Ubuntu development communities' universe.

« Star man



Mark Shuttleworth struck it rich when he sold his web security firm Thawte to VeriSign in 1999. He then used some of his cash to take a tourist trip into space. His subsequent fork from Debian, high media profile and, yes, his millions have led to discomfort among some hardliners in the FOSS community, and even distrust of his motives. But **Mike** and **Graham** met him to talk about where Ubuntu is heading, and found a quiet, modest man who is passionate about the open source movement.

Linux Format: How important is the look of Ubuntu?

Mark Shuttleworth: ‘Pretty’ is a feature, especially as we try to bring free software to a broader community of people. We have to make it something that people are excited to show their friends, and excited to show their parents. It’s hard to get your grandparents excited about a super-reliable kernel – they assume that computers are reliable, or aren’t reliable, and that’s not something they can get involved with.

LXF: Is Edgy Eft going to be released in October, or has the delay of Dapper pushed it back?

MS: There’s still some discussion about the release date. We pushed back the release of Dapper because it’s a long-term supported release, and we wanted to get that extra bit of quality. So do we make Edgy a full six-month release, which will put it permanently two months behind Gnome, or do we catch up one month, or do we catch up the whole two months? It seems like there’s a lot of support for catching up, making Edgy a very short bleeding-edge release.

LXF: Where do you see Ubuntu in ten years’ time?

MS: I hope that Ubuntu will be the standard bearer, the torch bearer for free software for non-computer specialists. At the same time, I say that

without wanting to compromise the idea of Ubuntu as a standard bearer for free software for developers and professionals. I don’t ever see Ubuntu as the ‘dumbed-down’ version of Linux – but along with being cutting-edge and developer-oriented, I hope Ubuntu will drive free software into new areas where it currently hasn’t penetrated.

LXF: In this month’s magazine, Ladislav Bodnar writes about feedback he’s seen around the net on the last few distro releases. He said he’s seen more problem reports for Dapper than the latest Fedora or SUSE versions...

MS: It’s interesting. One of the things we’ve noticed is that the size of our community doubles from release to release – which means we get bug reports about things we never used to get bug reports about, because people are now using Ubuntu in ways they never used to use it. So that

continually pushes the edges of the envelope. We’re going to have to grow our development community to keep up with that.

If you’re getting bugs from twice as many sources, about twice as many different things, you have to have enough developers to ‘context switch’ across all those different areas. That balance becomes extremely important. I’ve no worries about the quality of Dapper: I think it’s the best release we’ve ever put out by a long way. But I can accept that it’s not perfect, and I can accept we’re going to uncover corner cases we’ve never found with previous releases.

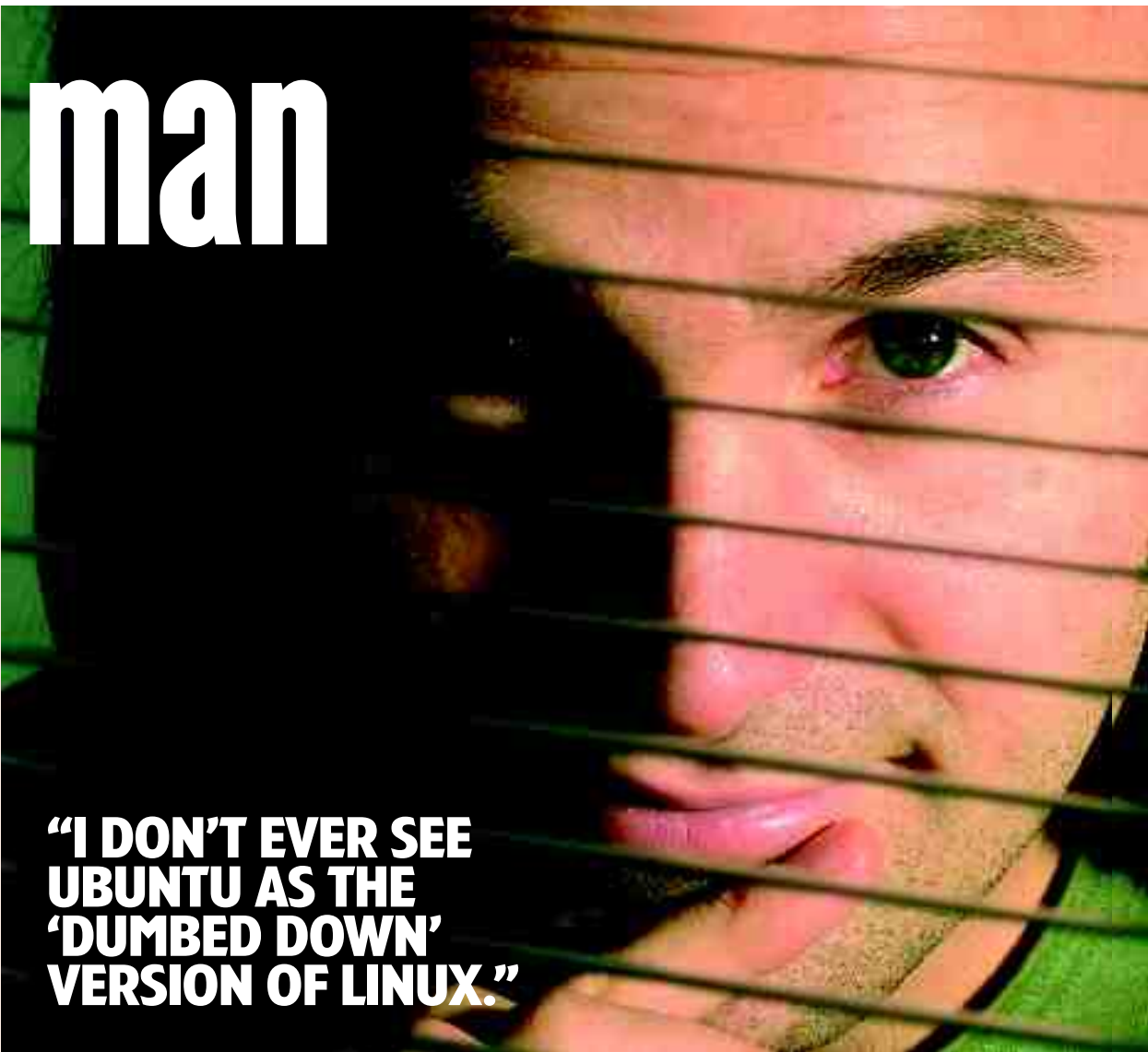
LXF: What motivates the people behind Ubuntu development?

MS: I think to a certain extent we all have selfish motives – we want something we can share, we want something we can be proud of, and have our name on. These guys have

built something that they will give their friends, that they will talk about, that becomes part of what they do. It’s an awesome thing to be part of.

I have seen some community burnout: some guys who threw themselves into the community to the exclusion of many other things in their lives. That’s dangerous: unless it’s a job it shouldn’t be a job. What I love to see is guys who love being part of something, and who make great contributions but keep their sanity and pace themselves as they do it. Many of the teams are starting to mature to the point where that is the case.

The other thing that is happening a lot, is that we have some guys who’ve been around long enough that they’re becoming natural leaders of the different teams. And you can clearly see the difference between a community team where that natural leadership has emerged, and one where it hasn’t. We’re learning how to



“I DON’T EVER SEE UBUNTU AS THE ‘DUMBED DOWN’ VERSION OF LINUX.”



Read more from Mark on binary compatibility and a multimedia version of Ubuntu at www.linuxformat.co.uk/mag/shuttleworth2.html.

On the edge

It's rare for a mainstream distro be directed by the hardcore geeks on the development team – but that's what's planned for the next Ubuntu release.

The Ubuntu developers are rightly proud of what they've accomplished with Dapper Drake. They've finally attained what they set out to do from the creation of the Ubuntu distribution: a Linux desktop that's easy to use, but more importantly is scalable. Whether for the average home desktop or an office full of machines, Ubuntu is a perfect solution.

Linux can finally be taken seriously, and this is mostly thanks to Ubuntu's promised long-term support: *five years* of support. This kind of commitment comes at a cost, and the cost is stability. Dapper Drake was delayed to ensure that any stability issues weren't going to break the bank. This meant holding back on many emerging Linux technologies in favour of including more tried and tested software.

But stability wasn't the only motivation for Ubuntu – after all, this is Linux for ordinary people. And what most of us want once the paint has dried on our fresh installation is new features – and Ubuntu developers, and Mark Shuttleworth in particular, are no different. Which is why the next release of Ubuntu is going to be different. There will be no long-term support, and perhaps stability will be compromised, but what you will get is the very best from the Linux smithy, where new ideas and developments are going to be forged into the Edgy Eft, a precarious and youthful newt.

This doesn't mean a change in direction for Ubuntu, it's simply saying that Dapper Drake is going to be a benchmark for stability while the Ubuntu team have a little fun for a release or two. If you're a business, Dapper is more than adequate as a Linux desktop; if you're a home desktop user, Edgy will give you the best Linux development packages in Ubuntu's own inimitable way. You will probably only get 18 months of security updates, but most of us will have moved on to our next distro *du jour* well before then anyway.

For Edgy, there is no edict from Shuttleworth on what needs to be included, other than rudimentary



There's always space in *Linux Format* for another gratuitous screenshot of *XGL* and *Compiz*! It's taken for granted that the next Ubuntu release will feature *XGL* along with *AIGLX* from the outset for snazzy 3D goodness.

compatibility with some of Ubuntu's corporate partners. Mr Shuttleworth has told the community to use their collective imaginations and invited anyone to contribute an idea. Yes, even you. The deadline for proposals was 12 June, and following this the Ubuntu Technical Board reviewed and prioritised proposals based on relevance to the goals of Ubuntu, relevance to Edgy and the planned state of completion for any included feature at the time of release.

One thing for certain is that the next version of Ubuntu is going to look good. There's little doubt that there will

be an OpenGL-accelerated desktop, using *Compiz* and either *XGL* or *AIGLX*. You can also expect better integration of desktop searching via *Beagle*, and perhaps a version of *Xen* where anyone can launch a virtual machine from the desktop. Ubuntu within Ubuntu. Oh, and Shuttleworth wants a Multimedia edition too, which will include all the proprietary codecs that many of use spend ages trying to install. But whatever we get, Edgy is going to be another release we can all get excited about. Let's just hope there isn't any delay this time! **LXF**

spot and encourage that leadership.

LXF: Are there any Easter Eggs in Dapper Drake?

MS: There's some fun bits and pieces – the video from Nelson Mandela, for one! [in it, Mandela talks about the meaning of 'ubuntu']

Also, you know how some of the screensavers want photographs, and if you don't point them at photographs they use those test screen images? We stuck a couple of photos in there that you'd like – pictures from space! And for the rest? You'll have to dig around... [Laughs] We have a good April Fool's idea for people part of the development process of Edgy+1... I can't wait for April Fool's!

LXF: Let me guess: it's going to be blue? *TWM* as the default window manager?

MS: [Laughs] *TWM* with *Compiz*!

COMPETITION TIME!

Win an *LXF* T-shirt signed by Mark Shuttleworth

Mark has signed one of our large red Richard Stallman T-shirts with the words, "Follow your dreams! Mark Shuttleworth". If you'd like a chance to win this strictly one-of-a-kind statement of geek fashion, you should head over to our website, where we are holding a competition to win it (open to people in the UK only, sadly, for legal reasons) at www.linuxformat.co.uk/ubuntu.html.

The question we're asking is: *We've already got Ubuntu, Kubuntu, Edubuntu*

and Xubuntu. What other version of Ubuntu would you like to see and why?

You'll find the terms and conditions online. Simply follow the competition instructions, and be sure to include your name and address. Oh, and we'd love to see a photograph of the winner wearing the T-shirt!

