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**Presents**

***OMGWTFBQQ!***

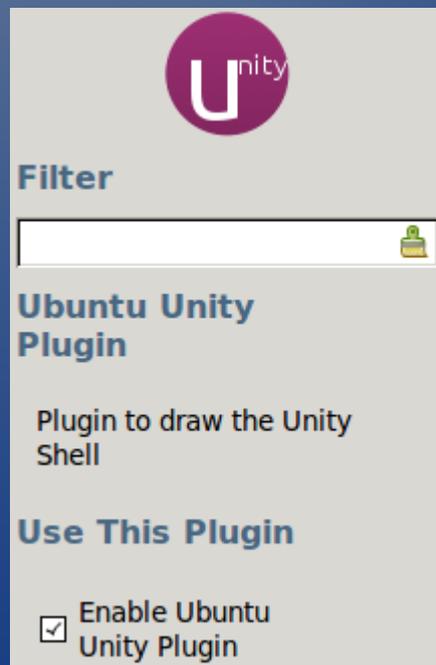


# Unity Is Not A Desktop Environment

- Unity was first implemented as the default graphical user interface (GUI) for the netbook edition of Ubuntu 10.10 (Maverick Meerkat)
- It was developed by Canonical with collaboration by the Moblin project (now known by the name MeeGo) and is released under the terms of the third versions of the GNU General Public License (GPL) and GNU Lesser General Public License (LGPL)
  - However, under Canonical's contributor agreement, a copyright is assigned to Canonical that could allow it to be released under a different or proprietary license

# Unity Is A Compiz Plugin

- Underneath it's still Gnome
  - More specifically, Ubuntu 11.04 is running on a file called *ubuntu-desktop*
  - It runs on the OpenGL platform



# As Seen In Synaptic

## **The Ubuntu desktop system**

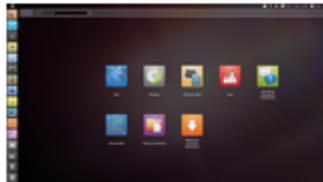


[Get Changelog](#)

This package depends on all of the packages in the Ubuntu desktop system

It is also used to help ensure proper upgrades, so it is recommended that it not be removed.

## **Interface designed for efficiency of space and interaction.**



[Get Changelog](#)

Unity is a desktop experience that sings. Designed by Canonical and the Ayatana community, Unity is all about the combination of familiarity and the future. We bring together visual design, analysis of user experience testing, modern graphics technologies and a deep understanding of the free software landscape to produce what we hope will be the lightest, most elegant and most delightful way to use your PC.

# Unity Can Be Configured

- By installing the Compizconfig Settings Manager you can make some alterations to Unity
- Some Unity configurations are considered to be “Experimental”
- This may explain why the Compizconfig Settings Manager is not installed by default
- The Unity plugin is found under the category of “Desktop”

# CompizConfig Settings Manager

## Filter

## Category

-  All
-  General
-  Accessibility
-  Desktop
-  Effects
-  Extras
-  Image Loading
-  Utility
-  Window Management
-  Uncategorized

Preferences 

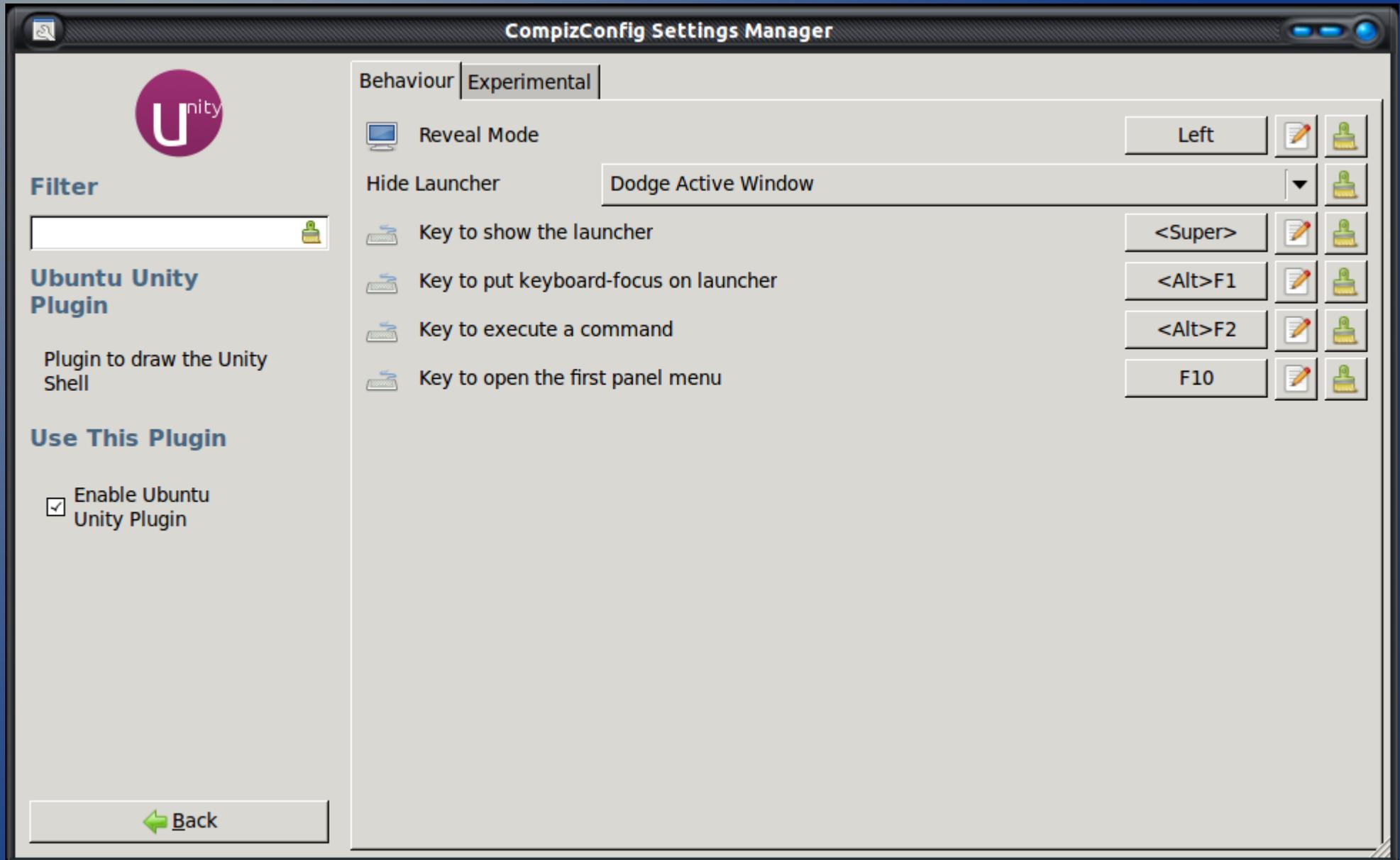
Advanced Search 

 Close

## Desktop

- |   |   |   |
|---|---|---|
| <input type="checkbox"/>  Clone Output                 | <input type="checkbox"/>  Desktop Cube | <input checked="" type="checkbox"/>  Desktop Wall        |
| <input checked="" type="checkbox"/>  Expo              | <input type="checkbox"/>  Rotate Cube  | <input checked="" type="checkbox"/>  Ubuntu Unity Plugin |
| <input checked="" type="checkbox"/>  Viewport Switcher |   |   |

# Click on *Ubuntu Unity Plugin*



The screenshot shows the CompizConfig Settings Manager window. The title bar reads "CompizConfig Settings Manager". The window is divided into several sections:

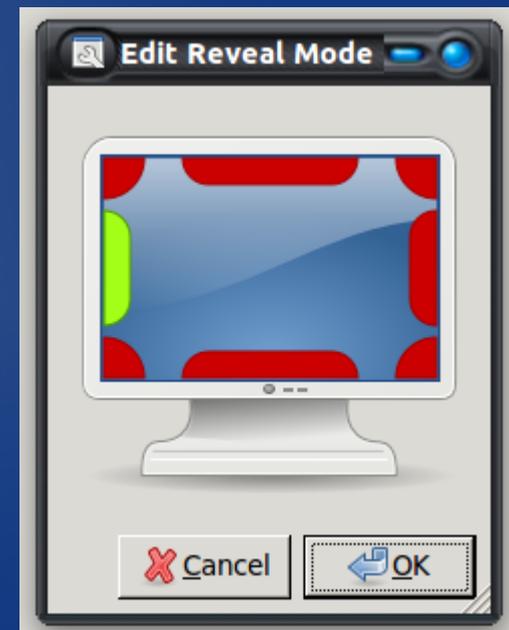
- Behaviour** (selected) and **Experimental** (selected).
- Reveal Mode**: Set to "Left".
- Hide Launcher**: Set to "Dodge Active Window".
- Key to show the launcher**: Set to "<Super>".
- Key to put keyboard-focus on launcher**: Set to "<Alt>F1".
- Key to execute a command**: Set to "<Alt>F2".
- Key to open the first panel menu**: Set to "F10".

On the left side, there is a sidebar with the following elements:

- Filter**: A search input field.
- Ubuntu Unity Plugin**: A section header.
- Plugin to draw the Unity Shell**: A description of the plugin.
- Use This Plugin**: A section header.
- Enable Ubuntu Unity Plugin**: A checked checkbox.
- Back**: A button with a left-pointing arrow.

# Reveal Mode/Hide Launcher

- *Reveal Mode* allows users to change where the Launcher (also called the Unity dock) is located on the desktop
- The *Hide Launcher* allows users to set the behavior of the Launcher to:
  - Never
  - Autohide
  - Dodge Windows
  - Dodge Active Windows



# Experimental Tab

The image shows a screenshot of the 'CompizConfig Settings Manager' window. The window title is 'CompizConfig Settings Manager'. On the left side, there is a sidebar with the Ubuntu logo and the text 'Filter', 'Ubuntu Unity Plugin', 'Plugin to draw the Unity Shell', and 'Use This Plugin'. Below this, there is a checkbox labeled 'Enable Ubuntu Unity Plugin' which is checked. At the bottom left of the sidebar is a 'Back' button with a green arrow pointing left. The main area of the window is divided into two tabs: 'Behaviour' and 'Experimental'. The 'Experimental' tab is selected. It contains a list of settings, each with a name, a value, and a lock icon. The settings are: 'Backlight Mode' set to 'Backlight Always On', 'Launch Animation' set to 'Pulse Until Running', 'Urgent Animation' set to 'Pulse', 'Panel Opacity' set to '1.0000' (with a slider and a numeric input field), 'Launcher icon size' set to '36' (with a slider and a numeric input field), 'Hide Animation' set to 'Slide only', and 'Dash Blur' set to 'No Blur'. Each setting has a small green lock icon to its right.

Setting Name	Value	Lock Icon
Backlight Mode	Backlight Always On	Yes
Launch Animation	Pulse Until Running	Yes
Urgent Animation	Pulse	Yes
Panel Opacity	1.0000	Yes
Launcher icon size	36	Yes
Hide Animation	Slide only	Yes
Dash Blur	No Blur	Yes

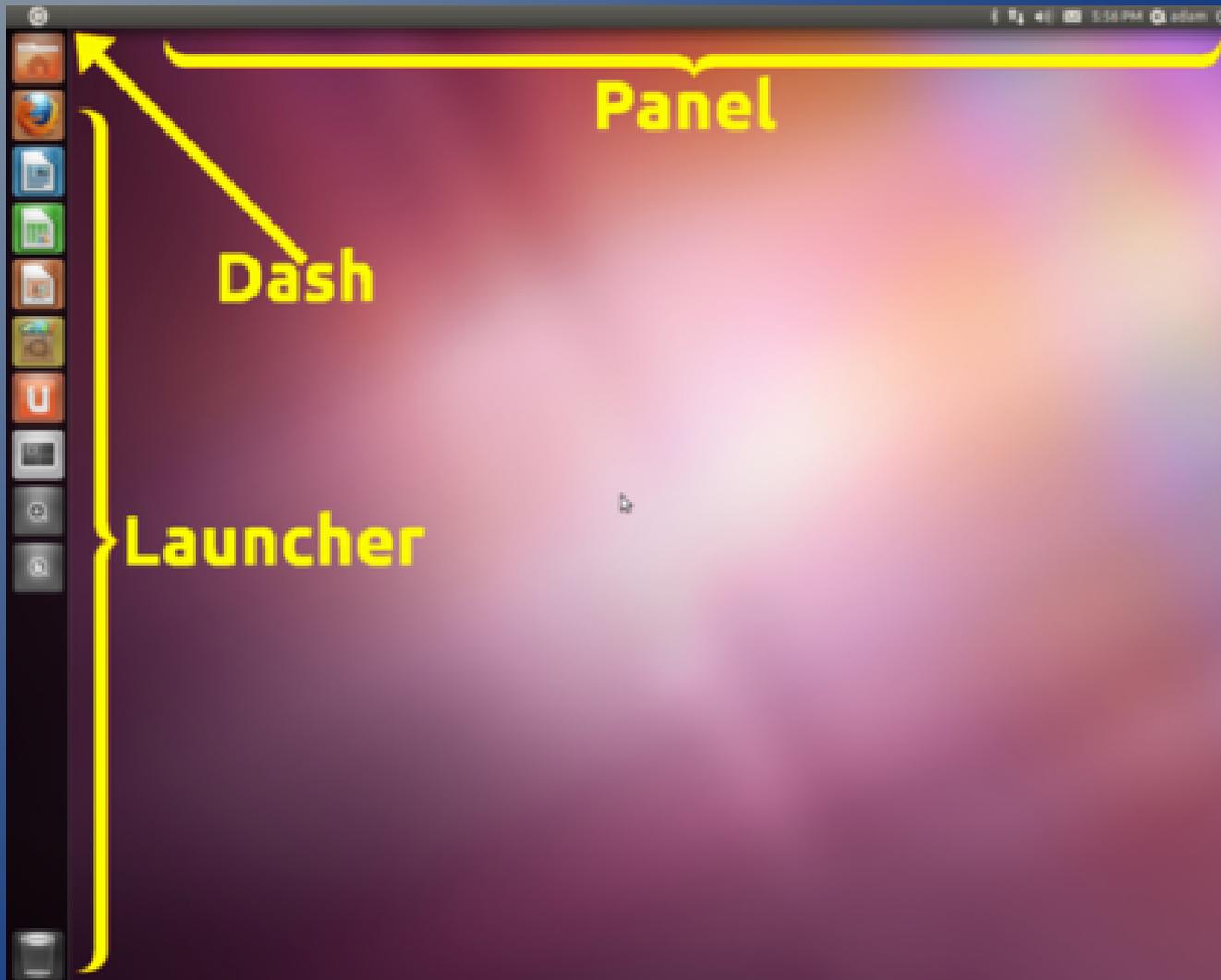
# Two Important Tweaks

- *Panel Opacity* allows users to set the transparent level of the Panel bar at the top of the screen
  - This can make the text on the panel hard to read, depending on your chosen wallpaper image
- *Launcher icon size* allows user to reduce the width or height of the Launcher bar (depending on orientation) by reducing the size of the icons

# Bonus Tip

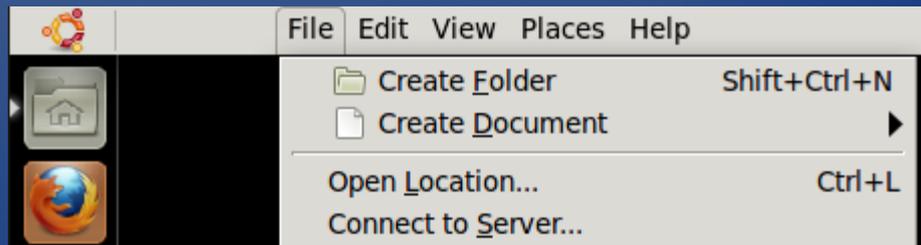
- If the Unity plugin is unchecked, it renders the desktop useless
- To restore the plugin:
  - Hold down Ctrl and Alt and press “T” to open a terminal
  - Type *ccsm* and hit Enter to launch the Compiz Settings Manager
  - Place a check mark in the Unity plugin
- Thanks to garvinrick4 for the tip
- Source: <http://ubuntuforums.org/showthread.php?t=1744114>

# The Desktop Layout



# The Top Panel

- This now serves as the Global Menubar
- The name of whatever application that is active appears on Top Panel
- When the mouse pointer hovers over that section of the Top Panel, the top-level menus for that application become visible and accessible



# The Dash

- A single button that replaces the traditional Applications menu
- In place of a drop down list, users open a screen on the desktop that lists available applications and tools
- This is often referred to as *the dashboard*
  - Hence the name *The Dash*
- This contains shortcuts and a search field

# The Dashboard

🔍 Search

🏠 Shortcuts ▾



Media Apps



Internet Apps



More Apps



Find Files



Browse the Web



View Photos



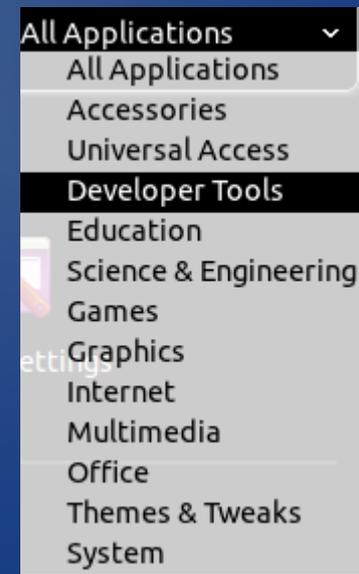
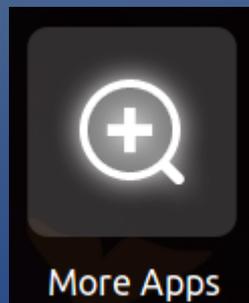
Check Email



Listen to Music

# Other Applications Menu

- By selecting “More Apps” either in the Dashboard or Launcher users can access a list of application categories
- The menu appears in the upper right hand corner of the Dashboard

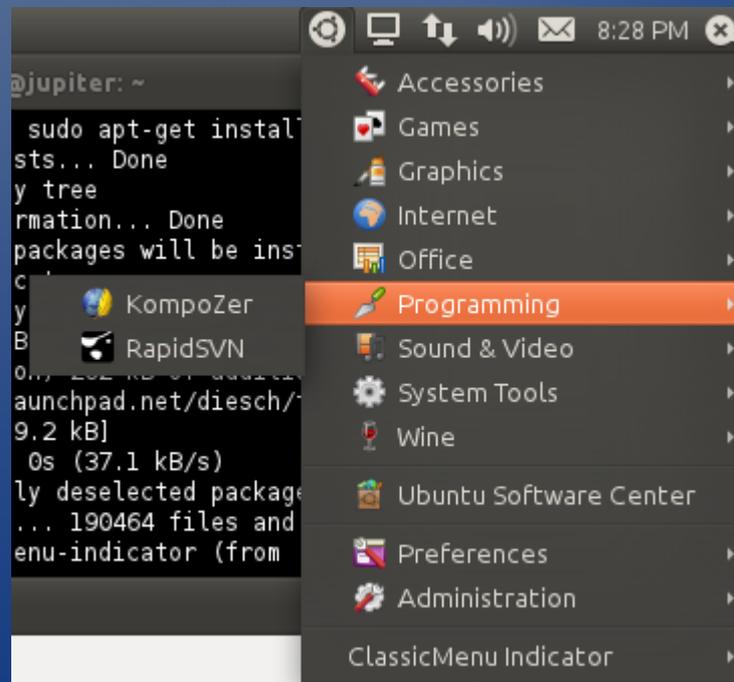


# Main Menu Alternatives

- Users are not restricted to using the default Unity menu structure
- Two excellent free third-party alternatives are available.
- The first is the classic Gnome panel menu
  - Easy to install and nothing to configure
- The second is a Launcher menu icon
  - Easy to install initially, but does require some configuration

# Classic Gnome Panel Menu

- Open a terminal window and run each of the follow commands in turn
  - `sudo add-apt-repository ppa:diesch/testing`
  - `sudo apt-get update`
  - `sudo apt-get install classicmenu-indicator`



# Launcher Menu Icon

- Open a terminal window and run each of the follow commands in turn

- `sudo add-apt-repository ppa:cardapio-team/unstable`
- `sudo apt-get update`
- `sudo apt-get install cardapio`

- Create a launcher by entering the following commands

- `mkdir ~/.local/share/applications`
- `gksudo gedit  
~/.local/share/applications/Cardapio.desktop`



- copy and paste following into gedit:
- [Desktop Entry]  
Version=1.0  
Type=Application  
Terminal=false  
Exec=cardapio  
Name=menu  
Icon=gnome-main-menu
- Close and save the file
- In your Nautilus Home folder, navigate to “.local/share/applications” (Press Ctrl+H to view hidden files) and then drag and drop Cardapio.desktop onto the Launcher and drag the icon to the top of Launcher

- Adjust the pop-up menu location
- Open the CompizConfig Settings Manager
- Under *Windows Management* click on “Place Windows”
- Select the “Fixed Window Placement” tab
- Click on the first “New” button
- In the “Positioned windows” field enter
  - name=cardapio
- Set the X Positions to 70
- Set the Y Positions to 30
- Check the box next to “Keep In Workarea”
- Click the “Close” button

# CompizConfig Settings Manager



## Filter

## Place Windows

Place windows at appropriate positions when mapped

## Use This Plugin

Enable Place Windows

[Back](#)

### General Fixed Window Placement

#### Windows with fixed positions

Positioned windows	X Positions	Y Positions	Keep In Workarea
--------------------	-------------	-------------	------------------

name=cardapio	70	30	<input checked="" type="checkbox"/>
---------------	----	----	-------------------------------------

[New](#) [Delete](#) [Edit](#) [Up](#) [Down](#)

### Edit

Positioned windows

X Positions

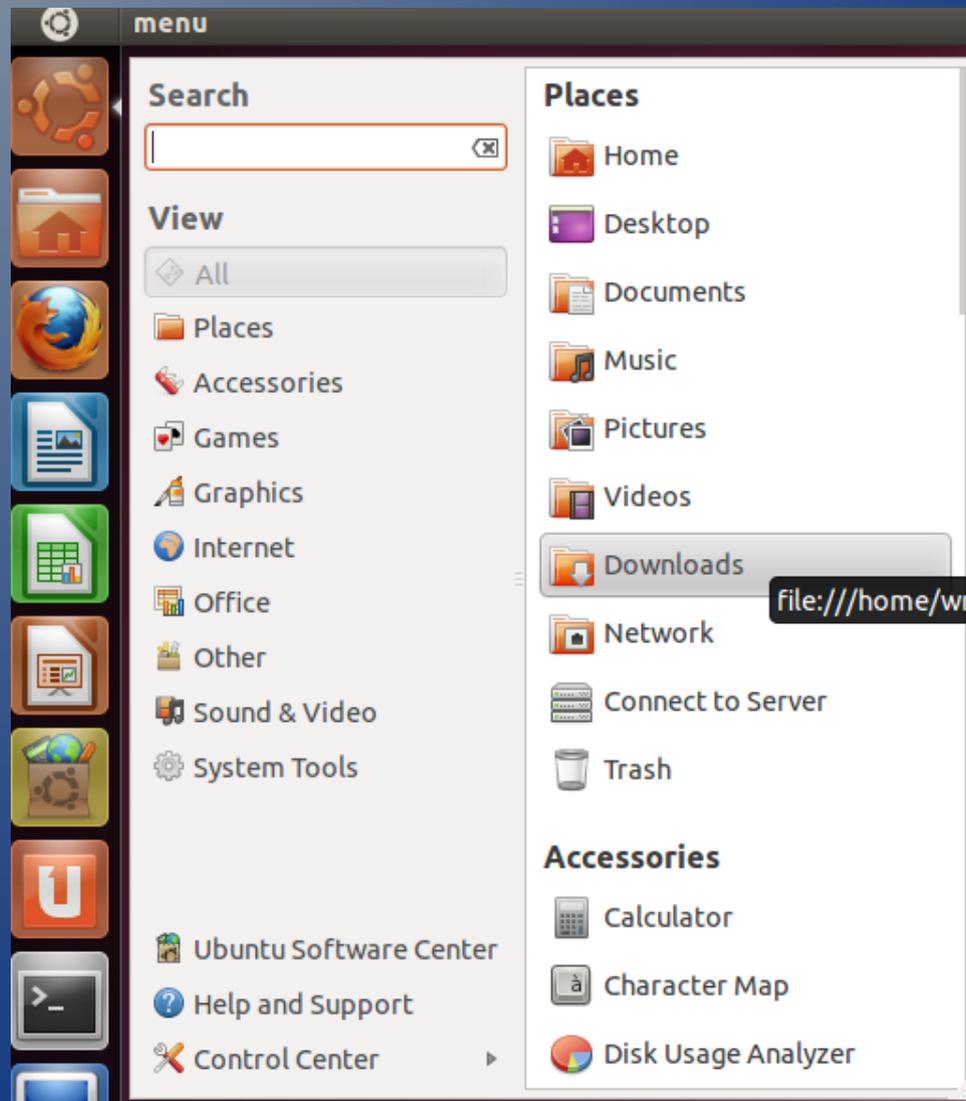
Y Positions

Keep In Workarea

[Close](#)

# The End Result

- When the icon is clicked, a menu appears positioned next to the icon



# So What's Compiz?

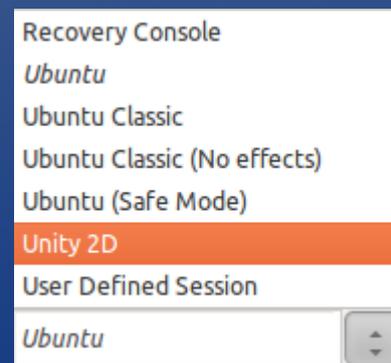
- Compiz is a compositing window manager for the X Window System
- It uses a computer's 3D graphics hardware to create desktop effects
  - It does require some hardware acceleration support
- Effects are rendered through a library of plugins
  - Each plugin can be toggled on and off
  - Most are configurable



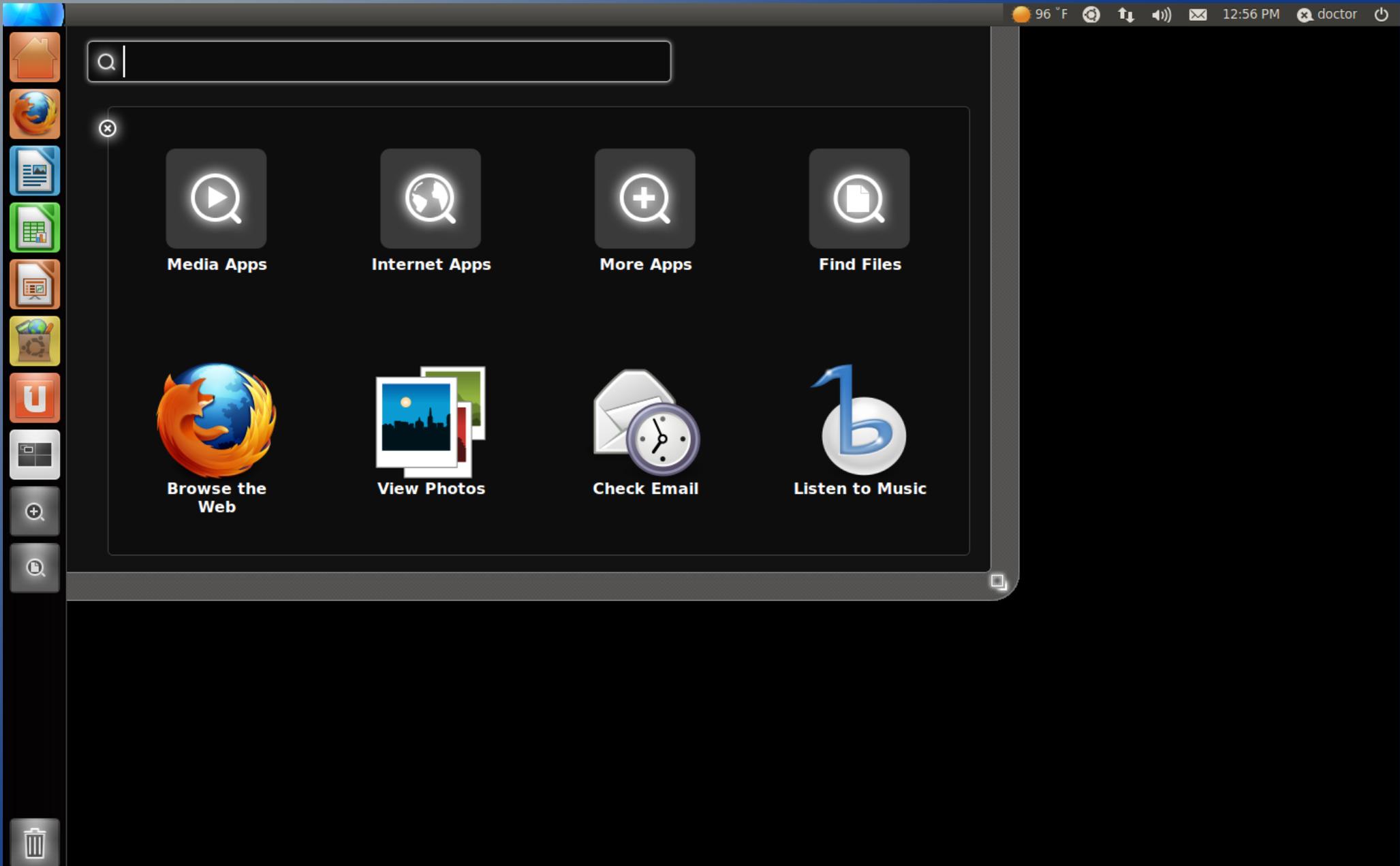
compiz

# No Graphics Card, No Problem

- If the system cannot handle 3D/OpenGL acceleration, users have two choices
- Ubuntu will automatically default to “Ubuntu Classic”
  - Gnome 2.32.1
- Alternatively, users can install Unity 2D from the default repositories



# Unity 2D



# A Lesser Version of Unity

- Unity 2D is a set of individual applications rather than a Compiz plugin
- It uses the non-compositing Metacity window manager
- Think of it as the “Xfce” version of Unity, although it is still Gnome based

## **Unity interface for non-accelerated graphics cards**

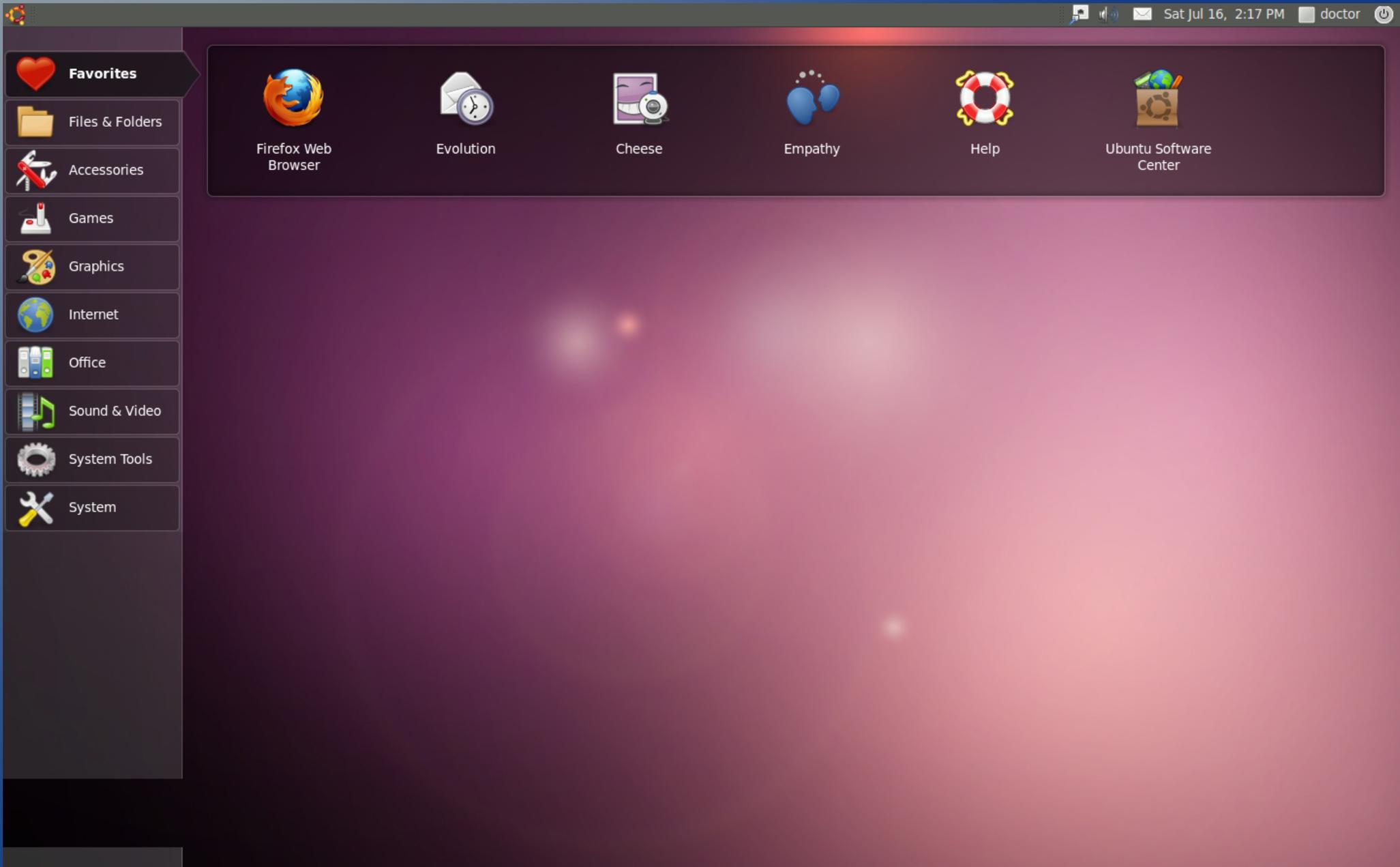
[Get Screenshot](#)

[Get Changelog](#)

The Unity 2D interface installs a fully usable 2D session and provides the common configuration files and defaults. Installing this package will offer a session called Unity 2D in your login manager.

Unity 2D is designed to run smoothly without any graphics acceleration.

# The Prototype



# Ubuntu Netbook Remix 10.04 LTS

- This is not Unity
  - The desktop is referred to either as UNR (Ubuntu Netbook Remix) or UNE (Ubuntu Netbook Edition)
- Unity first appears on UNE 10.10
- Underneath it's still Gnome 2.30.2
- Like Unity, UNE was also developed by Canonical with collaboration by the Moblin project (MeeGo)
- UNR 10.04 reaches its End of Life (EOL) in April 2013

# A Few Differences

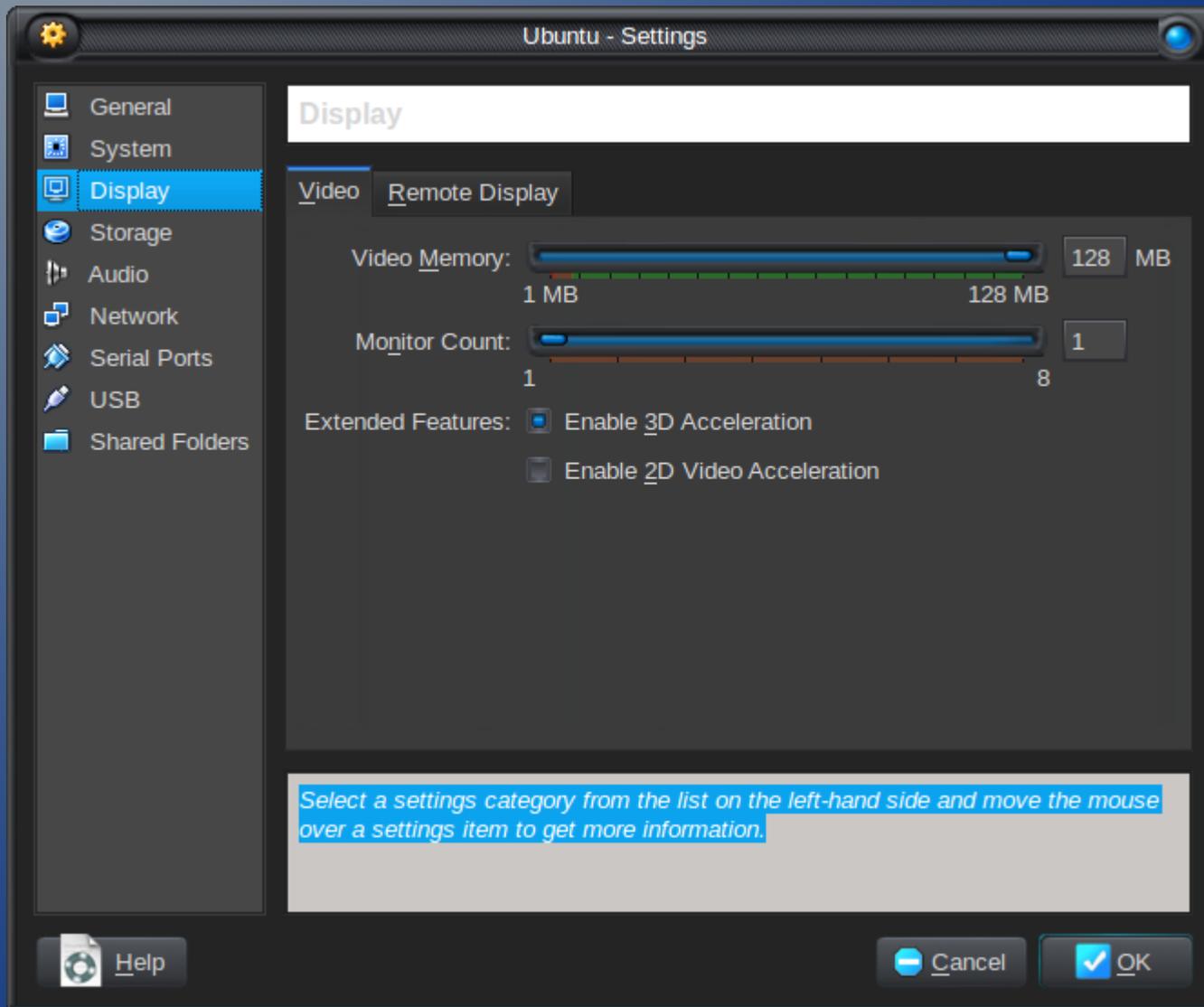


- Compiz is installed, but UNE is not a plugin
  - Like Unity 2D, it runs as a separate set of applications
- The basic desktop layout is the same
  - However, the Launcher serves as the main menu instead of as a quick launch bar
  - This provides more functionality, but requires a few more mouse clicks to achieve the same end results

# Running In VirtualBox

- Unity will not run in VirtualBox unless certain conditions are met
  - 3D acceleration must be enabled
  - Video memory must be set to its highest level
- The VirtualBox Guest Additions must be installed
  - Ubuntu 11.04 will default to Ubuntu Classic until then
- The Guest Addition must be re-installed each time the guest operating system receives a new Linux kernel update

# VirtualBox Display Settings



# Unity In Linux or Unity Linux

- Don't confuse Unity for Unity Linux
- Unity Linux is a minimal Linux distribution
  - Based on Mdriva
  - Unity Linux uses Openbox as the default window manager
- It can be easily identified by their logo

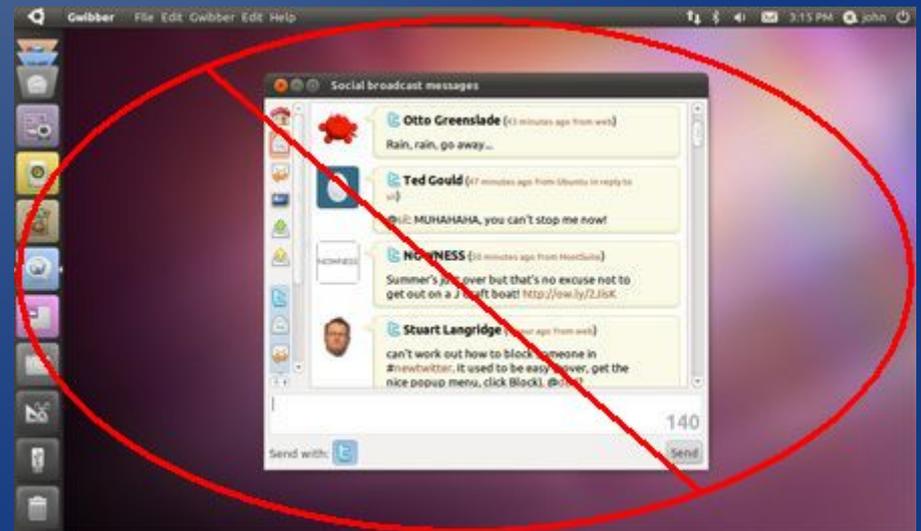


# Why is Canonical pushing Unity?

- Unity is tablet graphical user interface (GUI)
- Since the popularity of Apple's iPad, many developers have been scrambling to create a marketable tablet or mobile device interface
- Microsoft's next version of Windows, code named "8," is also touchscreen oriented



# Unity On The Desktop?



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