archuser

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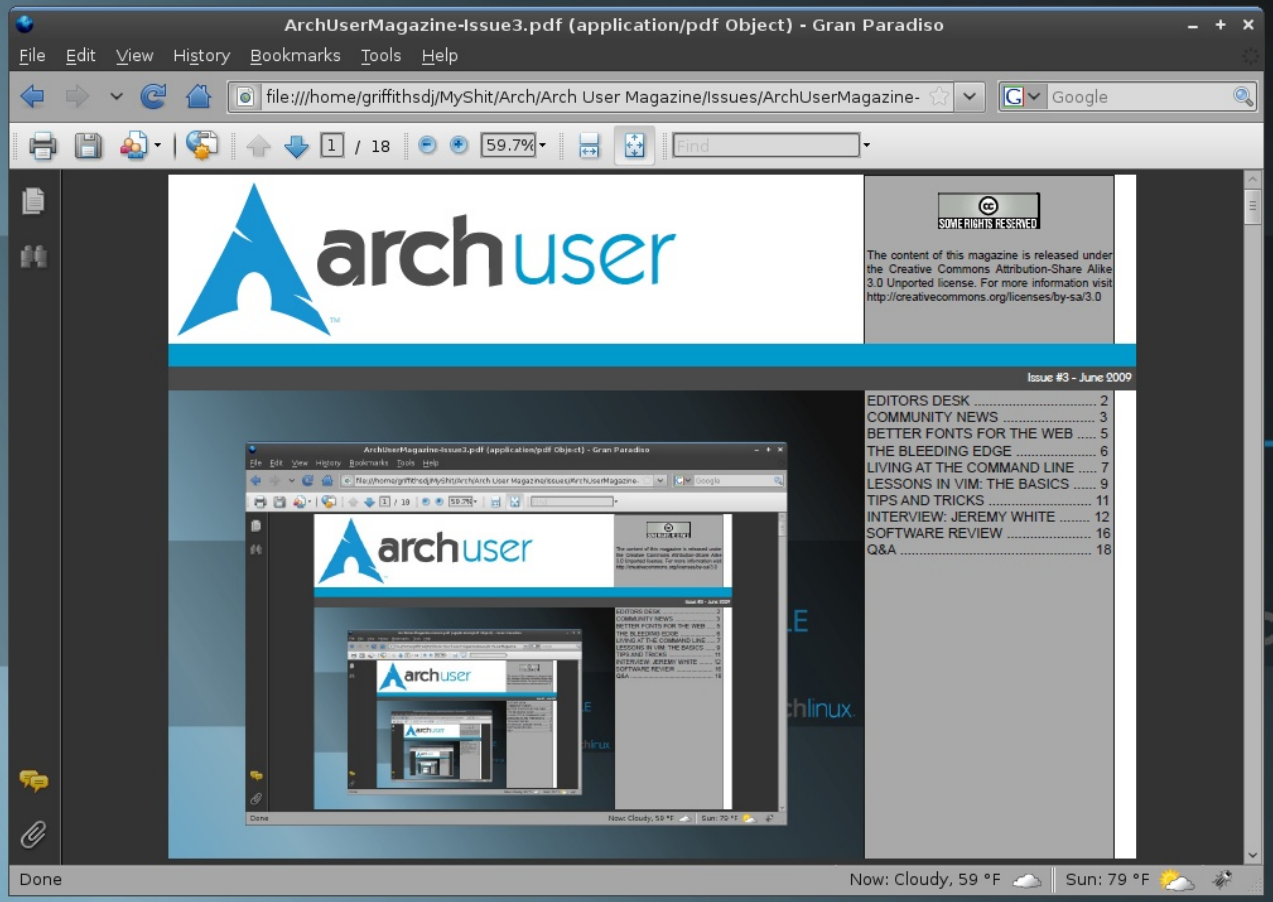

EDITORS DESK 2
COMMUNITY NEWS 3
BETTER FONTS FOR THE WEB 5
THE BLEEDING EDGE 6
LIVING AT THE COMMAND LINE 7
LESSONS IN VIM: THE BASICS 9
TIPS AND TRICKS 11
INTERVIEW: JEREMY WHITE 12
SOFTWARE REVIEW 16
Q&A 18

EDITORS DESK

Arch User Magazine Issue 3 Released!

And another fine release of Arch User Magazine! Some of our readers might note that this issue of Arch User is a little bit late... well I said that I would release it as soon as the official newsletter came out for the month, but due to circumstances outside of my control I have been forced to release earlier than expected. On the bright side, our beloved newsletter is back in the capable hands of Kensai (with a new look by yours truly), so things are looking up.

So what's new this month? Well, we are taking you to the bleeding edge for a look at the latest and greatest from Mozilla Labs, as well as an interesting approach to web fonts. David Crouse is back with another installment of his Living at the Command Line series, this time on history modifiers and Kevin Eldridge brings us an introduction to VIM editing. Additionally, this month we have something special for you. Arch User Magazine sat down and had a talk with Jeremy White, founder of CodeWeavers, for an inside look at his company and his vision.

Yet despite all this goodness, this month is bittersweet. At the moment I can't afford the server fees for Arch User. The economy is shot, and we all have priorities. Mine is my four month old son. This means that unless we bring in enough donations to cover the server fees, we may have to shut down the server for a few weeks. I don't want to do that, you don't want me to do that, so please donate a dollar or two.

I hope that you all enjoy this months issue of Arch User Magazine!

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WHAT IS ARCH LINUX?

Arch Linux is a lightweight, flexible Linux® distribution that tries to Keep It Simple.

Our strong community is diverse and helpful, and we pride ourselves on the range of skillsets and uses for Arch that stem from it. Please check out our forums and mailing lists to get your feet wet. Also glance through our wiki if you want to learn more about Arch.

COMMUNITY NEWS

Open Source Flash?

Over the last few years, Adobe has become increasingly Linux friendly. The Linux versions of Flash Player and AIR have taken the industry by storm, and now it looks like Adobe is preparing to capitalize on their success. In the third quarter of 2009, Adobe is releasing Strobe, an open framework for creating SWF server-side players. Strobe will allow developers to easily create sites that host their own video and is slated to run not just on Linux, Mac and Windows, but on phones and televisions as well.

Featuring dynamic streaming and DVR functionality as well as the standard Flash features, Strobe is expected to serve as "a foundation for the development of third-party plug-ins to provide functionality such as CDN support, advertising, reporting, social networking, and interactive experiences."

But what does this mean for the ever-popular Flash Player? In an effort to beat out Microsoft's Silverlight and the like, Adobe is considering open-sourcing Flash Player! They have already started down the open source path, but notably missing are the video codecs within the SWF container format. In order for this transition to actually occur, On2 Technologies' VP6 and Sorenson Spark codecs will have to be open-sourced as well. What is the future of Flash Player? We'll have to wait and see...

Source:
http://www.adobe.com/products/strobe

Laptop for a Promise

The South Carolina Department of Education and non-profit Palmetto Project have teamed up in an interesting new initiative. The goal of this project, known as One Laptop Per Child/South Carolina, is to provide educational laptops to all elementary students in the state of South Carolina. They hope to improve the childrens' academic skills while inspiring them to do great things in their lives.

During the November 2005 UN World Summit on Information Society in Tunisia, Charleston technology entrepreneur Phil Noble met with Dr. Negroponte and the MIT team. Together, they began working towards making South Carolina the first state to follow the example set by the MIT-backed One Laptop Per Child initiative. Two years later, the Palmetto Project and SC state Superintendent of Education Jim Rex began working with Negroponte and Noble in an effort to see their plan through to fruition.

On May 12th, OLPC/SC finally became a reality when Jim Rex, Phil Noble, and Palmetto Project Executive Director Steve Skardon presented 500 laptops to the students, parents, and teachers of Marion County. And what do they ask for in return? A small donation - a dollar or two is sufficient, and the childs' pledge they they will 'try to do something great' for their state, families, and themselves.

Source:
http://laptopsc.org

Old Dog, New Tricks

Although it's been on the market for about a year now, the much-improved Roku Digital Video Player remains newsworthy to say the least. Able to stream Netflix and

Amazon Video-On-Demand, the Roku could be a glimpse at the future of digital high-definition media. Even better, it is built on open source software!

So how does the Roku work? First off, you can connect it to the Internet through most broadband providers. As long as you have at least a 1.2Mbps connection, you should be able to watch movies instantly with decent quality. The Roku also makes TV hookup a sinch, allowing connection through HDMI for those of you with a fancy new HDTV, or the standard component connection for the rest of us.

So at just $99 is it worth the buy? I don't know, but with glowing reviews ranging from TIME and WIRED to the New Yorki Times and Boston Globe, I'm definitely willing to give it a shot!

Source:
http://www.roku.com

Retake Your PC

California-based BIOS manufacturer Phoenix Technologies has released a new program intended to allow users to retake their computers. Based on the virtualization technology that is most commonly seen in data centers, the Phoenix BIOS has been redesigned to offer features typically only seen in full-blown operating systems.

Known as HyperSpace, the selling point of this tiny operating system is speed. Without the burdon of excess drivers, utilities and the like, HyperSpace is easier on your processor and memory as well. Phoenix is currently offering two version of this small wonder. The full-featured version allows PCs and laptops to hot-swap operating systems at will between the HyperSpace environment and the host system. For those of us who don't have the memory to handle that, a slimmed down version is also available that allows users to boot into one environment or the other, but not both.

Unfortunately, the Linux-based system currently lacks Linux support (figure that one out). However, sources at Phoenix say that Linux users should "keep an eye on their homepage" for updates. While HyperSpace isn't free, an annual fee of $59.95 for the full version might not be too steep for users looking for the ability to quickly log on to check their mail.

Source:
http://www.phoenix.com

Quake Live for Linux?

According to Quake Live developer Marty Stratton, the Mac/Linux ports have 'proved more difficult than expected, but we're getting close. We expect to also be testing Mac and Linux versions of Quake Live internally this month and then making those publicly available just as soon as we feel they are ready.' He goes on to state that this all-important development is being done by a separate programmer in parallel with ID's other work, and it is a top priority for them.

Source:
http://www.quakelive.com/forum/showthread.php?t=22698

BETTER FONTS FOR THE WEB BY DANIEL GRIFFITHS

Anyone who has ever created a web site can probably attest to the lack of decent web fonts. Current web standards restrict the aspiring developer to a very basic set of fonts. So what's a designer to do? Until now, you had two realistic options: flash or graphics. While these options work they are not terribly practical, especially on sites that require a great deal of dynamic or multilingual content.

ENTER CUFÓN

In response to the demand for a more dynamic option, a new player has claimed the field. Implemented by Simo Kinnunen, cufón is a JavaScript solution which allows rendering of text dynamically through VML in Internet Explorer or HTML v5 in other browsers.

So how does it work? Using the Cufón Generator, convert the font you wish to embed to JSON data. The Generator can be used online at the cufón website, or downloaded via GitHub and hosted on your own server. It is capable of converting any TrueType (TTF), OpenType (OTF), Printer Font Binary (PFB), or PostScript font that allows embedding. Once the font is rendered, you must include it in your Web application. The renderer is also provided as JavaScript.

```
<script src="cufon-yui.js"
        type="text/javascript">
<script src="myfont.font.js"
        type="text/javascript">
```

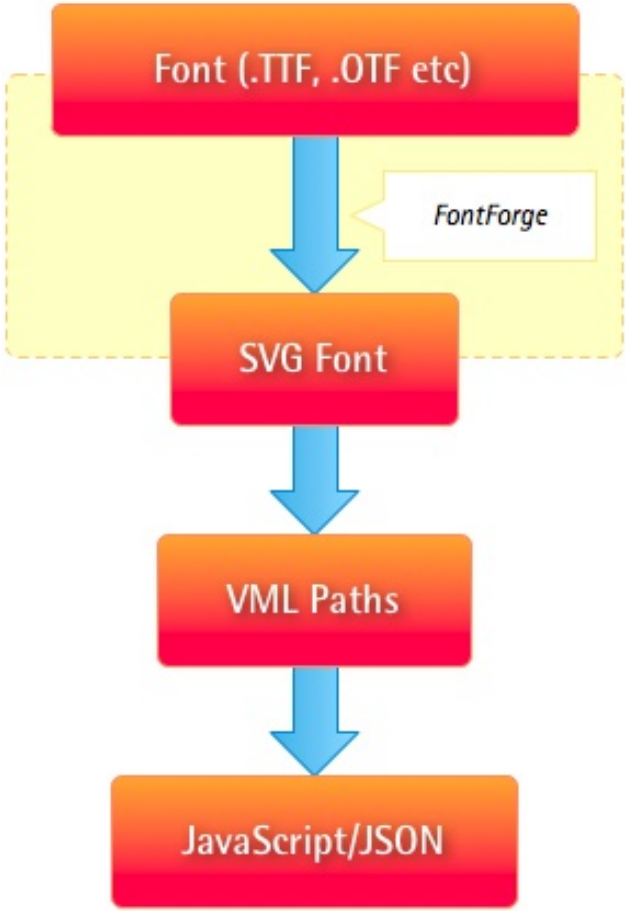
Once you have included the renderer and font, you must call the Cufon.replace function to render specific elements in your embeded font. Cufon.replace takes two arguments: *elements* and *css*. The first argument is a CSS selector such as h1. Additionally, you can use jQuery for its complex element selectors. The second argument is a collection of CSS attributes that must include the name of your font.

TRY IT OUT!

Cufón presents a simple solution for what has long been a complex problem for web designers. While admittedly not perfect, cufón has much potential. Give it a try!

Cufón Generator
http://cufon.shoqolate.com/generate

Arch User Cufón Demo Page
http://archuser.com/cufon



Daniel Griffiths (Ghost1227) is the head editor for Arch User Magazine as well as an Arch Linux Trusted User. He can be contacted at ghost1227@archuser.com.

THE BLEEDING EDGE BY DANIEL GRIFFITHS

By this point in time most users have at least heard of Firefox and Thunderbird, but what about the other offerings coming from the community-backed Mozilla Labs? For that matter, how many of you even knew Mozilla Labs existed? In their words, Mozilla Labs is 'a virtual lab where people come together to create, experiment, and play with new Web innovations and technologies.' But what innovations have sprung from the minds of these deviant developers? Let's find out...

BESPIN: CODE IN THE CLOUD

Designed to be an experiment in the implementation of an HTML5 web-based framework for code editing, Bespin has the long-term goal of promoting the use of open standards and increasing productivity. Although far from complete, a prototype has been released and boasts basic editing including syntax highlighting, live previews, and project export capabilities.

Homepage:
https://bespin.mozilla.com

PERSONAS: DRESS UP YOUR BROWSER

These days, it's all about appearances, and what better way to sport your colors than to give your favorite browser a new suit? Personas is an extension that allows users to apply lightweight skins to Firefox. With a focus on easy of use, Personas invite you to bring out your inner artist and treat your web browser as a canvas. Already boasting a large (and quite creative) user base, Personas could be just the thing for you if you want to spruce up your browser a bit.

Homepage:
http://getpersonas.com

PRISM: WEB APPS, SIMPLIFIED

A personal favorite of the author, Prism is a prototype application that allows users to run web apps independently of a browser. A very simple interface walks you through the setup of a Prism-enabled application, and places an icon to it on your desktop (although moving said icon to wherever else is easy enough). When run, the site of your choosing is run just like any other program, even maintaining stability in the case of a catastrophic Firefox failure!

Homepage:
http://prism.mozilla.com

UBIQUITY: TALK TO YOUR BROWSER

An experiment in connecting the Web with language, Ubiquity seeks to simplify the process of doing common tasks online. While far from fulfilling its potential, Ubiquity is already a remarkable addon sporting a rudimentary system of structured natural language commands. All a user has to do is bring up the Ubiquity interface and begin typing to be shown an auto-updating list of possible actions. Even better, writing these actions is a breeze! Even if Ubuiquity isn't yet capable of doing something you want, the process of writing a script for it should be simple enough for even novice coders to pick up. While it's not perfect, this is definitely taking a step in the right direction for human-browser interaction.

Homepage:
http://ubiquity.mozilla.com

The few services we have discussed here are mearly a glimpse at Mozilla Labs offerings. Check out the labs yourself to find out more!

Source:
http://labs.mozilla.com

LIVING AT THE COMMAND LINE:
MAKING USE OF HISTORY MODIFIERS BY DAVID CROUSE

The 'history' command is an invaluable tool for me when in a shell environment. Most people know that the up arrow key in a shell scrolls up the history and you can use that to find the command you are looking for. Here are a couple of things I use every day which you may, or may not, already know.

Let's use the following fictional example:

```
[crouse@Jughead ~]$ history | head -10
   1 ps -auxf | grep crouse
   2 whois archlinux.org
   3 whois google.com
   4 ./info
   5 su -
   6 exit
   7 date
   8 man ls
   9 ssh 192.168.1.1
  10 exit
```

There is also what I like to call the 'brute force method' of searching the history, probably the one I use the most:

```
history | grep "<search string>"
```

Once you find your command, you can use history's 'modifiers' to make short work of using your history file. These are valuable tools, and make running long commands at the command line quicker.

!3

Replace '3' with whatever line number the command you are looking for resides on in history. In our example, it executes 'whois google.com' again.

!3:p

This causes line 3 to just be printed to the screen and added to the history, so simply pressing the up arrow key one time brings it up and it can be edited. This is very useful for long commands that need to be tweaked before they can be run.

!3:s/google.com/archlinux.org

This causes line three to have a 'search and replace' command run on the line, replacing the first instance of 'google.com' with 'archlinux.org'.

!3:gs/google.com/archlinux.org

This command is the same as the previous example, but it replaces every instance of 'google.com' in the line with 'archlinux.org'.

These commands can be string together as well. For example, if you want to modify the line but don't want to execute it until you are certain it's right, you could use the following command.

!3:p:gs/google.com/archlinux.org

This would print the modified command, allowing you to use the up arrow key to verify that it is correct. Once you are ready, simply hitting enter executes the command.

We can also search for the last command and just print it to the command line without using grep.

!whois:p

This would find the most recent usage of 'whois' in history and print it to the screen. In our example, it would return 'whois google.com'

The preceding examples are the history commands I use the most. The following is an exerpt from the history man page demonstrating other possible modifiers. I leave the experimentation to you.

EXERPT FROM THE HISTORY MAN PAGE

Modifiers

After the optional word designator, there may appear a sequence of one or more of the following modifiers, each preceded by a ':'.

h	Remove a trailing file name component, leaving only the head.
t	Remove all leading file name components, leaving only the tail.
r	Remove a trailing suffix of the form .xxx, leaving the basename.
e	Remove all but the trailing suffix.
p	Print the new command but do not execute it.
q	Quote the substituted words, escaping further substitutions.
x	Quote the substituted words as with q, but break into words at blanks and newlines.
s/old/new	Substitute new for the first occurrence of old in the event line. Any delimiter can be used in place of /. The final delimiter is optional if it is the last character of the event line. The delimiter may be quoted in old and new with a single backslash. If & appears in new it is replaced by old. A single backslash will quote the &. If old is null, it is set to the last old substituted, or, if no previous history substitutions took place, the last string in a !?string[?] search.
&	Repeat the previous substitution.
g	Cause changes to be applied over the entire event line. This is used in conjunction with `:s' (e.g., `:gs/old/new/') or `:&`. If used with `:s', any delimiter can be used in place of /, and the final delimiter is optional if it is the last character of the event line. An a may be used as a synonym for g.
G	Apply the following `s' modifier once to each word in the event line.

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LESSONS IN VIM: THE BASICS

BY KEVIN ELDRIDGE

Most every Linux user knows that VIM is a text editor. However, calling VIM merely a text editor is a little misleading. It is a highly idiosyncratic, customizable and adaptable text editor that is generally useful for programming and script writing. It stands out in amongst other editors in that it does not add hidden formatting to the files that alter the way programs and scripts operate. vim is based upon, and takes its name from, the popular editor Vi. In fact, the name VIM stands for Vi IMproved. However, the differences in the way the two editors operate do not impact this article. The core basics of Vi (movement, general editing commands and the like) have not changed as far as I can tell.

For the last couple of weeks I have been scouring the Internet with my trusty pal Google for tutorials on VIM. During my research I discovered that I did not even need to connect to the Internet to get a basic tutorial. While there are a large number of tutorials available on the subject, most of them simply rehash VIM's own tutorial, vimtutor. If you have VIM, you have vimtutor. If you don't have VIM, then it is just a 'pacman -S vim' away.

The easy way to get help on VIM is to pop open your favorite terminal emulator, maximize it to eliminate distractions, and type:

```
vimtutor
```

This will open up a special document that does not actually save when you close it even if you tell it to. This way you will always be able to go back and redo the lessons. Pretty nice of the Vi/VIM devs, huh?

Now to give you a general overview of vimtutor so you have an idea what you're getting into before you open it up.

Writer's note: I am using a qwerty keyboard layout. If your layout is different, please adjust accordingly.

First off I need to let you, dear reader, know that I have a minor disagreement with the order of lessons provided by vimtutor.

In my mind, the most important lesson of all the tutorials was simply this:

Undo:

tap the ESC key to get to command mode (more on this later)

type 'u'

In GVIM (the GUI version of VIM) you can use a mouse, and in any version of Vi/VIM you can use the arrow keys to move the cursor. I'm sure that you have already figured this out if you have ever even tried the editor. It's normal for a novice to gravitate to visually logical inputs, but it is not the most efficient way of doing this for a touch typist.

Hit ESC just to be sure that you are in command mode again. Fear not, I will get around to explaining the modes, I promise. Have some patience, dear reader!

Place your hands on the home row of your keyboard. Your index fingers should be on the 'f' and 'j' keys, respectively. Now shift your right hand over one key so that your right index finger is on the 'h'. Your right hand is now poised to move your blinking box of a cursor around your text file, and it will be much faster to get back to touch

typing when you are done moving around.

Writer's note: Of course the 'letters' are meant to be typed without the quotations. These are a convention used to differentiate a command from the surrounding text in the article.

Here is the layout:

```
      ^          Hint: The h key is at the left
      k          and moves left.
< h       l >     The l key is at the right and
      j          moves right..
      v          The j key looks like a down
                 arrow
```

This takes some discipline to get used to. I suggest putting some tape or cardboard over the arrow keys so you force yourself to learn. I would also suggest unplugging your mouse whenever you spend a large amount of time with VIM, at least at first.

Now for the meat of the editing experience: actually editing text in your documents!

When you are in command mode (after you have hit the ESC key) you can enter any of the other three modes. I promised to give you some explanation of the modes that I keep talking about, so here we go.

Insert mode (with the 'i' key)

This mode is used for text editing. You type it, it puts it in a file.

EX (with the ':' key)

This mode is for faster editing, saving, closing the program, etc.

Visual (with the 'v' key)

This mode allows you to highlight parts of the text to copy, paste, and other useful things.

So... tap the 'i' key. Now you can type freely just like any other text editor. When you are done, all you have to do is hit ESC again and you are back in Command mode.

When in Command mode, you can use commands like 'dd' to cut an entire line, 'p' to *p*ut the line somewhere else, and the aforementioned 'u' to *u*ndo changes. One of the most useful commands provided is allowing the use of 'x' to delete the character under your cursor so that you do not have to go into Insert mode just to hit the backspace button.

Type ':' to enter EX mode. With this mode you can issue commands such as ':wq' to *w*rite and *q*uit the file. The features and available commands in EX mode are extensive, if you'll pardon the pun. Another noteworthy EX command is ':help' which, of course, provides help when you are editing files and don't want to pop open the tutor just to get a little help.

And that is the most basic functioning of Vim. It is enough to get you editing your config files and making notes, but it barely scratches the surface of even VIM's basic commands. I strongly encourage you to complete the tutorial included with VIM. Additionally our very own Arch wiki has information on some more advanced uses for VIM. There is a wealth of information to learn about VIM,the fact that its User Manual is 273 pages long should tell you something! Start out with the basics, and learn what you need when you need it. Good luck, and enjoy VIM!

Editor's note: The keyboard layout diagram is copied from vimtutor with minor visual formatting.

TIPS & TRICKS

RESETTING YOUR TERMINAL

Ever used cat on the wrong file and ended up staring at binary? If you are one of the unlucky ones, this can result in lots of control codes screwing up your display. Before you know it, an annoying series of beeps and weird characters results in your terminal font being replaced with gibberish. Most users will probably end up killing the terminal and starting a new one. But wait! The developers included a command for such situations! If you find yourself here all you have to do is type:

```
reset
```

MULTIPLE X SESSIONS

I frequently see questions regarding the possibility of running multiple X sessions. If you are tired of continually logging in and out to switch users, or find yourself testing new window managers, you might be interested in this little tidbit.

```
startx -- :1
```

This simple command will start a new X session. You can switch between the two sessions by pressing Control+Alt+F7 and Control+Alt+F8. This trick can be used multiple times (function keys F7-F12 are reserved for X sessions.

ENTERTAINING EMACS

Do you use Emacs? Do you find yourself staring at the screen, needing to take a break? If so, you might be interested in the little easter eggs included in your editor. Press the Esc key followed by X and type doctor to talk to a pathetically underskilled, although entertaining psychologist, or play a game by replacing doctor with tetris!

BANG HISTORY

Here's a quick one for you... Did you know that the !! event designator is substituted with the last command entered? This can also be executed as !-2 for the second to last command, !-3 for the third, and so on.

DOWN FOR EVERYONE?

Alright, so this one isn't technically a Linux trick, but it very useful just the same. If you have ever visited a website that you know exists, but found yourself staring at an error page, this tip may just be for you. Visit http://downforeveryoneorjustme.com, enter the address of the offending website, and hit the button to find out whether the site really is down, or if it's all in your head!

Got a useful tip or trick you'd like to share with the community? How about an idea for an article or a particularly nifty screenshot? Drop us a line!

Gamers Corner
gamerscorner@archuser.com

Pimp My Arch
pimpmyarch@archuser.com

Tips & Tricks
tipsandtricks@archuser.com

General Submissions
submissions@archuser.com

Corrections
corrections@archuser.com

INTERVIEW: JEREMY WHITE

Arch User Magazine recently sat down with Jeremy White, founder of CodeWeavers and brains behind CrossOver Office. The following is the content of our conversation. Enjoy!

AUM:
You've been working with Wine for around a decade now. After all that time we're sure there are few in the Linux community who haven't at least heard of CodeWeavers, but most probably don't know much about your beginnings. Can you tell us a little about your original intent with CodeWeavers and how you gained your focus on Wine?

Jeremy:
I started CodeWeavers in 1996 because I wanted to do interesting work, work with people I respected, and have fun. Oh, I wanted to get paid too. :)

In 1997, I went looking for an Atari 2600 emulator, because I was horrified that some of the young people I was working with had never played Combat. Instead, I found Wine and fell in love. I thought it was the coolest, most audacious project I'd ever seen.

Coincidentally, I like to ask people what they would do if they ever won the lottery. I think winning would actually suck, but it's still a really interesting question. After that, my answer became that I would retire and hack on Wine.

And then (it was the go-go 90's after all), I read an advice column that said essentially: "You have to seize your dreams!". So I did; I repurposed the company to be the primary support organization behind Wine, managed to raise a bit of angel investment, and went off to the races.

That was in 1999 - 10 years ago!

AUM:
How much of your focus has been on the actual improvement of Wine as opposed to working on CrossOver itself?

Jeremy:
It's almost entirely on Wine. I guess I'd say probably 80-90% of our effort is on Wine, and certainly all the hard parts are Wine.

AUM:
Just a quick look at the CodeWeavers compatibility database is evidence that you have had immense success thus far. How has this success affected the development of CrossOver?

Jeremy:
Well, the compatibility database is one of our key drivers. We use the votes and pledges there to figure out our priorities. We try to be completely customer driven. Sometimes that doesn't happen, but we do our best.

AUM:
We're sure that some of our readers would like to know a bit about the actual difference

between CrossOver Office and CrossOver Games. Why two different products? What is different under the hood?

Jeremy:
I'm going to completely cheat here, if you don't mind. I think this blog post pretty well explains the origins, at least: [the reference and content of his blog are reproduced on the page 15 for your convenience]

Basically, under the hood, they are quite similar. But if we extend the analogy, Games is like an engine tuned for gaming performance, while regular CrossOver is tuned to work like a stately sedan. Essentially, it's in the fit and finish that they differ, but the core engine is the same.

AUM:
While CrossOver is probably the best known product of its type, there are certainly other options on the market. What makes CrossOver better, or at least more successful, than products such as Win4Lin and Cedega? Do you see your competition as a threat to CrossOver?

Jeremy:
Well, Win4Lin, VMWare, etc are functionally different approaches. They require a full copy of Windows, and are true Windows emulators.

And yes, the competition is quite significant; I'm sure our revenue would be dramatically higher if we were the only game in town.

However, I got into this whole business because I *hate* monopolies, and I love the free market. So the fact that we have to compete is nothing but good.

Now, Wine is not perfect, so sometimes that is frustrating for us; it's a bit hard to compete when you're not on rock solid ground. But I am deeply proud of everyone at CodeWeavers; I'm tickled to compete on price, quality of service, customer responsiveness, and the elusive quality of 'community citizen' we are any time and any where. I think we win hands down on all of those. And I'm humble, too <grin>.

AUM:
Given that many of the products that you support, officially or unofficially, aren't FOSS, do you ever find that there are licensing issues?

Jeremy:
Yes, we hit that now and again. I think mostly people don't realize that 'free' things like Internet Explorer actually have very long and tangled license agreements. It's quite an eye opener, I find, to move from the Linux environment, where the most offensive agreement is the GPL, to an environment where you're routinely giving away your first born child.

AUM:
Any company that has grown as much as CodeWeavers is bound to have a few failures chalked up. Can you tell us about any projects that flopped?

Jeremy:
Oi. We've flopped in many ways, and I personally have goofed quite a bit. I predicted that the Linux desktop would really start to take off in about 2002. Missed that one by a bit...

We also thought that CrossOver Plugin would be a great fit for embedded systems. Maybe it was, but we never sold it as such. Nicely, it did lead us into the CrossOver product itself.

I was probably a bit slow in realizing that supporting Microsoft Office would be a powerful thing for us to do. I was reluctant,

frankly. I mean, that now means that I run Outlook as my email client. *Shudder*

But by and large, I think that we've had a lot of good success. Of course, our clients and the whole Wine and Linux communities have been incredibly supportive; we couldn't have accomplished any of this without all of the great support we've gotten.

I have pasted on my wall an email comment from someone that said: "I bought Cross-Over, and put it on the shelf. Didn't need it, but I wanted to support you guys."

That meant a lot to me, and it's that sort of support that has been incredible for us.

AUM:
What about the future? Is there any one thing you want to add to Wine or Cross-Over?

Jeremy:
Well, right now, we're in the very difficult transition from 'we run Office great!' to 'we run everything great!'. That's a huge leap, and obviously quite a struggle, but I feel that we're making forward progress.

I can tell, because more and more, people write in to tell me that applications I've never heard of 'just work'. That's a great change from even a few years ago.

AUM:
What are your long-term goals for Cross-Over and CodeWeavers in general?

Jeremy:
My hope is that our efforts help to level the playing field, if only a little. I'd like to think that we've made it a little easier for someone to choose to run an operating system other than Windows. Heck, I'm happy for them to choose to run Windows - I just want it to be a *real* choice, instead of a forced one.

AUM:
Is there anything else that you want to say to our readers?

Jeremy:
Nothing really comes to mind - except perhaps "Cheers!"

For more information on Jeremy White, CodeWeavers, or the CrossOver product line, visit the CodeWeavers website at http://www.codeweavers.com.

Want an Arch USB Key?

Stop by Dusty's Schwag Shop at http://schwag.archlinux.ca for this and other great finds!

INTERVIEW: JEREMY WHITE

http://www.codeweavers.com/about/people/blogs/jwhite/2008/3/25/how-the-fun-and-games-started

Today we shipped CrossOver Games. I am very excited by this change. I have enjoyed computer games all of my life, and I like the idea that we can help others enjoy their new computers fully.

I'm also tickled by the story of how CrossOver Games came to be, and thought I would share it with you all.

We have long focused on productivity applications. Now, last year we did officially add support for games, and we made a few hires so that we could more directly support all of the great work being done in Wine on games. But, truthfully, our core focus has been on productivity applications such as Microsoft Office and Quicken.

So go back to last fall and early this winter. We're hard at work on the back breaking work of fixing Office 2007, Outlook, and recent Adobe products. We're grinding along, making slow progress. And all this time we keep noticing the most amazine progress on games. Stefan, along with the volunteers on the Wine project, is just raging in a cage; a day hardly goes by without another game running, or the framerate of a game rising, or a long standing game defect fixed.

And our Advocates start to notice; our Office support in our nightly builds isn't all that great, but boy is the game support coming along nicely.

And someone asks me: when are you going to ship all of this great work on games?

Well, I've sworn we won't ship CrossOver 7.0 until Office 2007 runs.

And what's more, we really can't have CrossOver 7 be affected by games; after all, we need plenty of time to test and make sure it is stable and robust. At the pace and speed they are moving, before we finished a first QA run, they'd have a bunch more games fixes ready to ship.

In fact, Stefan and those game guys are going so nuts, they really should be on their own release cycle...

Doh!

So I'm happy to say that CrossOver Games came into existence strictly because of the brilliant work of a bunch of talented developers. You could argue that they forced my hand (forced, yes, it was torture for me to test Civ IV, torture, I tell you! :)).

So, thank you to Roderick Colenbrander, Christian Costa, Alexander Dorofeyev, Stefan Dösinger, Jason Edmeades, Jason Green, Ivan Gyurdiev, Maarten Lankhorst, Vitaliy Margolen, Marcus Meissner, Oliver Stieber, Lionel Ulmer, Henri Verbeet and many others.

I am deeply grateful for all of their hard work, and I hope that we can help many people to enjoy the fruit of their labors, even if that enjoyment comes in the form of blowing each other to smithereens... Cheers, Jeremy

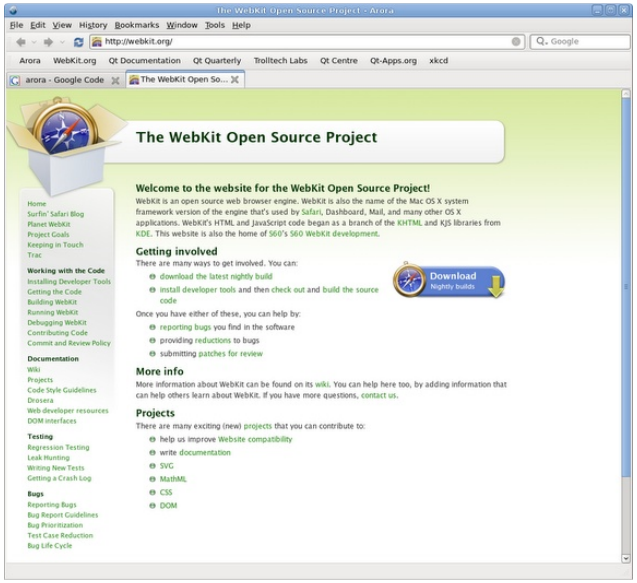
SOFTWARE REVIEW: WEB BROWSERS

KONQUEROR

http://www.konqueror.org

Built for the K Desktop Environment, Konqueror serves as filemanager, universal viewer, and web browser. The main canvas for all the latest KDE technology, Konqueror is one of the most customizable KDE applications available. Featureing tabbed browsing support, split windows, and an extensible search interface, Konqueror can be a powerful tool when used correctly. Unfortunately, Konqueror also has a few downfalls. The most troubling of these being problems with Web 2.0 sites.

To install Konqueror, use the `**kdebase**` metapackage in [extra].



Arora

http://code.google.com/p/arora

Based on the WebKit browser engine, Arora is a simple, but promising, Qt browser. Despite its small size, Arora supports flash content and tabbed browsing, making it a viable option for your minimalistic browsing experience. Unfortunately, it is also missing its share of features. Under heavy development, Arora still has the potential to become a real alternative for Firefox in the future.

To install Arora, use the `**arora**` package in [extra].

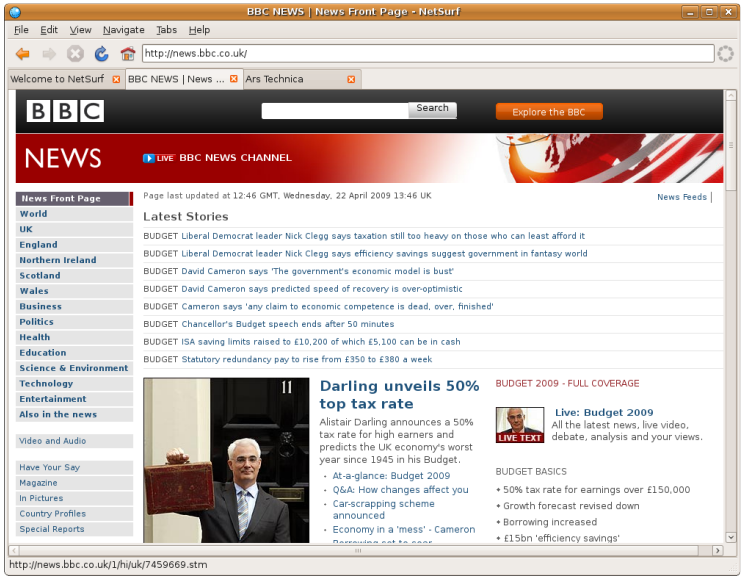
SOFTWARE REVIEW: WEB BROWSERS

MIDORI

http://software.twotoasts.de/index.php?/pages/midori_summary.html

Yet another candidate for your minimalistic browsing pleasure, Midori features tabbed browsing, an extensible web search, and support for user scripts and styles. Built on GTK+2 and the WebKit browser engine, Midori is still under heavy development. Like many WebKit based browsers, Midori suffers its share of bugs, although most are documented and in the process of being fixed. Despite its shortcomings, Midori is quickly being updated and is well worth a look.

To install Midori, use the `**midori**` package in [extra].



NetSurf

http://www.netsurf-browser.org

Unlike the majority of recently-released browsers, NetSurf doesn't rely on the WebKit browser engine. Instead, it features its own engine built for efficiency. Originally built for RISC OS, NetSurf has found its way to most UNIX-like systems, including BeOS, Haiku and AmigaOS. Written in C with portability in mind, NetSurf can be built for most modern computer platforms out of the box. If you are looking for something completely different from the norm, this might be the place to start!

To install NetSurf, use the `**netsurf**` package in [community].

Q&A

WHY DOESN'T THIS MONTH INCLUDE THE GAMERS CORNER OR PIMP MY ARCH SECTIONS?

The lack of a Gamers Corner article this month is due to the fact that I am not a gamer, and the people who were supposed to be working on that particular article never submitted it. Pimp My Arch is missing because a lack of submissions and responses to my attempts to contact candidates. Fear not, however, both sections will be returning in the next issue.

I HEARD THAT THE ARCH USER WEBSITE MIGHT BE DOWN FOR A WHILE. IS THERE ANY TRUTH TO THIS RUMOR?

Unfortunately, this is true. With the way the economy is I have been unable to find a job and the money my fiancee gets barely covers rent and food. Hence, the server might have to come down for a little while. Worst case scenario? We are offline for a few weeks. Best case? I get enough in donations from the community to keep us running. Plus, if we get enough in donations I have a few things in mind (contests and the like) that will spice up the magazine...

THIS SPACE FOR RENT

No, this space isn't really for rent. However, given the lack of questions (or submissions in general for that matter... what did you expect? I had a nice, big space to fill. I figured that at the very least, this would catch your attention and show you just how important your support is to the continuation of Arch User Magazine. Please! Contribute!