

社区与发行版

Gear Up For The Screenshot Contest!

Greetings, green portion of the GNU/Linux web! It's been a while since you last heard from us, so let's say we give you something special this time around.

Wanna Play a Game? All of us users of open and free operating systems tend to celebrate the flexibility of our systems and desktop environments so we can tailor our systems to work best with our specific workflows. Often, we like to show off our desktops to the web vastness. So, how about we play a little game? How about we fill up the web with the best, most innovative desktops, and show off the power and flexibility of our geeko-powered mean machines?



At this point, I'm announcing the beginning of openSUSE's monthly screenshot contest! Yes geekos, all of your online screenshot boasting will not be in vain. From the 1st of April onward, you'll be able to enter into the openSUSE's screenshot contest through one of the official channels described in the rules, which you can read below. Basically, it will work like this: You post a screenshot of your über-pimped desktop to one of the official channels. After three weeks, we'll gather all of the contestants and create a week-long poll which will decide the desktop-pimp of the month. The winner will then be announced on the news site, with his/her screenshot posted on it, and politely asked to send his/her information so you can receive a small reward to your physical inbox. The reward for your openSUSE love spreading will be a choice between two openSUSE sticker packs. But that's not all! At the end of the year, we'll pick-up the year's monthly winners, and put them up again for public scrutiny, and that way we'll get our world screenshot champion of the year. The yearly winner shall also be rewarded accordingly. The yearly reward will be announced when the time comes and after we deliberate on how much we should beef it up for the screenshot world series. :)

So the rules are quite simple:

- On the 1st of every month, there will be an appropriate topic opened in the screenshot section of the [forums](#).
- Also, there will be a topic or group opened on the [openSUSE Connect](#) site, where you can post your screenshots.
- Since it's a geeko competition, we kindly ask you to proudly sport your openSUSE desktops.
- You will be able to post your screenshots for three full weeks (3 x 7 days).
- The remainder of the month will be left for a poll on the openSUSE Connect site. The poll will decide a winner. It is entirely possible for the monthly title to go multiple ways, if the voters decide so. Poll will be closed on midnight on the final day of the month, and you'll be already able to compete the very next day for the next month's title. Ideally, the winner will be announced on the 1st of next month, along with a new game announcement!
- The aforementioned reward-packs are:



Now, you' re in a one-day head start, so go and dissolve this news piece to your friends across the globe!

Let the games begin... ..but still, do have a lot of fun, won' t ya ;)

Saving time on your oSC15 presentation



The openSUSE Conference starts in The Hague in one month, and for those who are planning their presentations, we thought we would save you a little bit of time by providing you a template.

Just download the template and POW! [A magic chameleon.](#)

For those who want to use their own template for the presentation, we kindly ask you to use the first and last slide in your presentation.

A list of presentations that have been accepted and confirmed can be found at <https://events.opensuse.org/conference/osc15/schedule>

Cheers and auf Wiedersehen in Den Haag.

Call for hosts for openSUSE.Asia Summit 2015



The openSUSE.Asia organization committee is inviting proposals to host the openSUSE.Asia Summit during the later half of 2015. The openSUSE.Asia Summit is the featured annual openSUSE conference in Asia.

The event focuses primarily on the openSUSE distribution, and also covers desktop environments, applications and the development platform tools. It brings together the openSUSE community in Asia to provide a forum for users, developers, foundation leaders, governments and businesses to discuss both the present technology and future developments. Last Summit

The first openSUSE.Asia Summit was held in Beijing in 2014. The Summit's preference is to find new locations each year as we spread openSUSE throughout Asia, and we are looking for local organizers to rise to the challenge of organizing an excellent openSUSE event. The openSUSE.Asia organization committee will assist in the process, but there is a definitive need for individuals to be actively involved and committed to the planning and delivery of the event.

You can learn more about openSUSE.Asia Summit at our official website: <https://events.opensuse.org/conference/summitasia14>

For those of you who are interested in hosting the next openSUSE.Asia Summit in 2015, you are invited to submit a formal proposal to the openSUSE.Asia organization committee. The deadline for the proposal(s) is April 30th, 2015. Please e-mail your proposal to opensuse-summit@opensuse.org. We might invite you to present your proposal in more details over our regular IRC meetings, or send you additional questions and requests. Results will be announced by the last week of May, 2015.

The conference will require availability of facilities for around one week, including a weekend, during the later half of 2015. Final event dates should avoid other key free software conferences or other events that may have conflict and will be confirmed together with other openSUSE teams, which might get involved.

Key points proposals should consider, and what will be taken into account when deciding among candidates, are:

1. Introduction
2. Objectives
3. Local Organizers
 - Proposed organizing committee
 - Proposed supporting organizations
4. Proposal
 - Dates & Venue
 - Rooms
 - Keynotes
 - Registration
 - Travel support
 - Food and accommodation
 - Sponsorship

- Call for paper
- Call for volunteer
- Theme
- T-shirt

5. About Venue

6. Activities and schedule

- Hack-fest (This is an option)
- Conference
- Dinner and party

7. Expectations and marketing

8. Budget Estimation

- Conference Venue
- Conference Room
- Tea break
- Marketing materials (T-shirts, banner, badge, posters, etc.)
- Lunch
- Dinner
- Travel subsidy
- Accommodation
- Miscellaneous (Think about 10% uplift to have more buffer)

9. Potential sponsors & media partners

10. Conclusion

Feel free to contact opensuse-summit@opensuse.org if you have any questions. Please help to spread the words and we are looking forward to hearing from you soon!

系统与软件

Humble Indie Bundle 14

Humble Bundle 的独立制作游戏系列在愚人节这天欢乐来袭，带来包含 Torchlight 2 及 Outlast 在内的多款佳作。

本次套装内包含的游戏有：

- **Pixel Piracy**: 像素海贼，扮演海盗船船长，征服 8 位机风格像素化的七大海洋，手段不限：抢劫、交易、欺诈、背叛……当然，死亡的风险也是无处不在的。
- **UnEpic**: 一个 D&D 桌游爱好者的穿越之旅，必须从弱不禁风的冒险者开始对不对？探索神秘的古堡，与无情的怪兽们对决，再来点儿魔法，很酷？很危险？
- **Super Splatters**: 目测是一款将一堆类似彩泥的东西射来射去的解密游戏，色彩艳丽，配乐欢乐，貌似很适合愚人节却没人愚也没被人愚的寂寞人。

如果付费超过当前平均值（\$5.90）的话，还将获得以下游戏：

- **Outlast**: 2013 年度最佳恐怖游戏，没有之一，也是最近几年为数不多的传统风格恐怖生存游戏，首度登陆 Linux 平台。若是您有此嗜好，绝对不能错过。
- **Torchlight II**: 获奖无数的作品首次登陆 Linux 平台，也是硬件跨屏评测中常见的测试游戏之一，本次加入了互联网和局域网联机功能，快邀请好友们一起来吧！
- **La-Mulana**: 一款类似恶魔城的横版解密冒险动作游戏，只是主角可以用弱不经风来形容，需要靠智慧才能在各种墓穴和探险中归来。

此外如果您付费达到 \$10 的话，还能获得：

- **Shadow Warrior Special Edition**: 面对无情的黑帮、地狱的魔鬼、未知的怪兽，再多的装备都不嫌多！操起重机枪，身背爆破弩，手拿日本刀，战斗吧，暗影战士们！这个特别版包含了来自 Serious Sam 3 的攻城锤和 Hotline Miami 的砍刀特别武器，还包括数码版的画册和原声音乐集。

这几款总零售价达到 \$137 的游戏，您现在可以完全自定义价格，并且可以获得无 DRM 限制的 Linux, Win 和 OSX 版本，还有 Steam 平台兑换码。现在购买还可以获得所有游戏的无损原声音乐集。另外别忘了你的购买价格中的一部分还可以自选捐赠给 Electronic Frontier Foundation 基金会或者 Child's Play Charity 慈善组织。

[购买地址及视频演示 \(支持信用卡、Amazon、Paypal 银联卡及 Bitcoin\)](#)

GNOME SDK Runtime 3.16

[GNOME 3.16](#) 带来了初步沙箱应用支持，其中的运行时环境在今天(美国时间3月31日，非愚人节)发布首个正式预览版了。

GNOME 沙箱化应用涉及多个方面，简单来说，应用程序在针对某个 GNOME SDK 版本开发后，既可以实现无关发行版的沙箱化运行，其中：

- GNOME SDK 定义了以沙箱化运行应用程序所需的最小环境以及与沙箱外系统其他部分沟通的 API
- 最终形态的沙箱化应用将依赖诸如 KDBus、cgroups、SELinux、Wayland 等组件
- GNOME SDK 以完整版及运行时环境两种方式分发，后者仅包含运行程序所必需的 GNOME 库，而前者包含开发工具
- 无论完整版还是运行时环境，都可以以用户态或者系统全局态安装，且支持多版本共存
- 沙箱化程序的管理通过基于 [OSTree 技术](#)的 [xdg-app](#) 实现
- 沙箱化程序在安装时根据元文件识别所需的 GNOME SDK 版本并将其拷贝到指定位置从而可以被系统识别
- 沙箱化程序在分发时无需捆绑 SDK，不过可以在安装时请求安装缺失的 SDK。

如果感兴趣的话，不妨根据[详细步骤说明](#)体验下吧！

[GNOME 沙箱化应用程序主页](#)

Audacity 2.1.0

跨平台开源音频处理软件 Audacity 发布 2.1.0 版本，带来全新的噪音削减特效和备受期待的实时音效预览。

新版本带来的变化有：

- 针对 LADSPA、VST 和 Audio Unit (OS X) 特效，支持实时预览
- 全新的**噪音削减**效果，替代了之前的噪音移除。
- 所有的特效现在都可以应用于链式配置
- 大多数 Nyquist 特效都可以实现预览
- 支持在频谱图视图模式下进行频谱选择

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