



openSUSE

gossip

社区与发行版

openSUSE Asia Summit

1.openSUSE Asia Summit announces its logo contest

The first openSUSE.Asia Summit will be held in Beijing, China in Oct, 2014. However, no Summit or Conference is successful without a symbol. The openSUSE Asia Summit organizing team is organizing a logo design contest. The best logo will be awarded with a special super secret Geeko Prize. The logo will be used for all promotional and marketing activities for the summit.

The Rules of the Contest are pretty simple :

1. We will accept only SVG format for original design. Both color and monochrome(black and white) version are required.
2. The elements of your design should reflect the openSUSE community in Asia.
3. Please note that there are some things should not be used in your design:
 - No brand names or trademarks of any kind.
 - No illustrations some may consider inappropriate, offensive, hateful, tortuous, defamatory, slanderous or libelous.
 - No sexually explicit or provocative images.
 - No images of weapons or violence.
 - No alcohol, tobacco, or drug use imagery.
 - No designs which promotes bigotry, racism, hatred or harm against groups or individuals; or promotes discrimination based on race, gender, religion, nationality, disability, sexual orientation or age.
 - No religious, political, or nationalist imagery.
4. Your art work should comply with “openSUSE Project Trademark Guidelines” published at: https://en.opensuse.org/File:OpenSUSE_Trademark_Guidelines.pdf
5. You should also agree that the openSUSE community have right to interpret the usage of the artwork.
6. All your artwork will be licensed under [CC-BY-SA 3.0](#).

A few simple guidelines can be found at:

http://en.opensuse.org/openSUSE:Artwork_guidelines
http://en.opensuse.org/openSUSE:Artwork_brand

Please send your design to opensuse.asia@gmail.com directly. It should contain the following:

1. Vector file of the design in attachment, with svg format ONLY.
2. Bitmap of design in attachment – image size: 256*256px at least. Format: png or jpg. Less than 512KB.
3. Your name.
4. Where are you working/studying now. (optional)
5. Your phone number. (optional)

The contest is open from now until Aug 18, 2014. After that, the openSUSE.Asia team will filter all submitted designs and put the ones which meet the requirements to the website for voting.

Note:

1. The final decision will be made by openSUSE.Asia Summit Committee. Please understand that the highest vote score of the design may not be designated as the final winner.
2. To create your artwork, we recommend to use Inkscape, which is a powerful vector graphics tool for all kinds of design. It's free and open sourced.
3. The article has been updated after discussion with openSUSE Asia team regarding entry rules.

2.openSUSE Asia summit needs Python Developers

The news writer from SUSE office snuck into the openSUSE Asia's trello board and found that they will use an open source voting tool for their upcoming halpevents. Snoek is a voting tool developed during the SUSE Hackweek by Beijing R&D Team, SUSE. Snoek is written in Django and is eagerly seeking out more django developers to add more features to it like OpenID support and richer (picture, link) voting item support.

Source code of snoek can be found at : <https://github.com/yifanjiang/snoek>

and Yifan has also written a nice <https://github.com/yifanjiang/snoek/blob/master/README> to get you started.

All that is required is a little django and python knowledge from a fellow Geeko.

As a big “Thank you” for your efforts, the developer will also receive a free tee shirt shipped to his place.

OpenStack Infra/QA Meetup

Last week, around 30 people from around the world met in Darmstadt, Germany to discuss various things about OpenStack and its automatic testing mechanisms (CI). The meeting was well-organized by Marc Koderer from Deutsche Telekom. We were shown plans of what the Telekom intends to do with virtualization in general and OpenStack in particular and the most interesting one to me was to run clouds in dozens of datacenters across Germany, but have a single API for users to access. There were some introductory sessions about the use of git review and gerrit, that mostly had things I (and I guess the majority of the others) already learned over the years. It included some new parts such as tracking “specs” – specifications (.rst files) in gerrit with proper review by the core reviewers, so that proper processes could already be applied in the design phase to ensure the project is moving in the right direction.

On the second day we learned that the infra team manages servers with puppet, about jenkins-job-builder (jjb) that creates around 4000 jobs from yaml templates. We learned about nodepool that keeps some VMs ready so that jobs in need will not have to wait for them to boot. 180-800 instances is quite an impressive number. And then we spent three days on discussing and hacking things, the topics and outcomes of which you can find in the etherpad linked from [the wiki page](#). I got my first infra patch merged, and a SUSE Cloud CI account setup, so that in the future we can test devstack+tempest on openSUSE and have it comment in Gerrit. And maybe some day we can even have a test to deploy crowbar+openstack from git (including the patch from an open review) to provide useful feedback, but for that we might first want to move crowbar (which is consisting of dozens of repos – one for each module) to [stackforge](#) – which is the openstack-provided Gerrit hosting.

see also: [pleia2's post](#)

系统与软件

GStreamer 1.4

广泛应用于 Linux 平台的多媒体框架 GStreamer 发布 1.4 版本，在保持 1.X API 兼容性的前提下带来了不少变化。

新功能有：

- 可以直接使用 OpenGL 作为视频作业流水线的一部分，无需 Clutter。
- 引入 v4l2videodec 元素用来访问通过 V4L2 接口暴露出来的硬件解码器，比如 Exynos 系列 SoC。
- 重新设计了下载缓冲元素。
- 引入 audiomixer 元素可以将多个音频流混音成一个且保持音画同步。
- 增加 OpenNI2 以支持 Kinect，OpenEXR 以支持 EXR 图像。
- 增加 curlsshsink 及 curlsftpsink 从而实现 SSH/SFTP 文件写入。
- 将一些 0.10 时期的插件迁移到 1.X 架构。
- gst-libav 升级至 libav 10.2 版本，增加 H265/HEVC 支持。
- 重新设计了 waylandsink，未来将进一步改善以更好地支持 Wayland。
- 包含 800+ 处错误修复。

如无意外，GStreamer 1.4 将随着年底发布的各大发行版与最终用户见面。

[官方邮件列表发布公告及源代码下载](#)

Firefox 32 Beta

Mozilla 保持一贯的节奏，将 Firefox 32 扔进 Beta 频道，默认启用了 V2 版 HTTP caching，且支持 CA 指定。

桌面版本的变化有：

- 默认启用 HTTP Caching，提升了页面加载速度。
- 整合分代垃圾回收机制。
- 引入公钥固定机制，允许站点指定使用的 CA，支持站点列表将逐步增加。
- 密码管理器中可以查看登录的元数据信息。

- 在查找工具栏中显示找到的项目个数。
- Scratchpad 支持代码补全及行间注释。
- 使用 HTTPS 方式连接 HTTP 代理。
- 改善密码管理器及附加组件管理器的性能。
- 移除部分 1024 位的根 CA。
- 更新震动 API 至 W3C 最新标准。
- CSS box-decoration-break 替换了 -moz-background-inline-policy
- 实现了 ECMAScript 6 Array#copyWithin 及 Array.from()。
- 默认实现 CSS position:sticky
- 默认启用 drawFocusIfNeeded 及 mix-blend-mode。
- 实现 navigator.languages 属性及 languagechange 事件。开发者工具增加 HiDPI 支持。Inspector 按钮移到左上角。引入新的 Web Audio 编辑器。隐藏的节点会以特殊的方式显示。修复在 OS X 上的快捷键窗口开启及 Win7 上的文本渲染问题。

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Android 版本的变化有：

- 支持无需重启应用切换支持语言。
- 在历史列表增加清楚历史功能。
- 完整实现 Gamepad API。
- 默认启用 HTTP Caching，提升了页面加载速度。
- 支持 Swype 等混合键盘的 URI 自动补全。
- 移除部分 1024 位的根 CA。
- 更新震动 API 至 W3C 最新标准。
- CSS box-decoration-break 替换了 -moz-background-inline-policy
- 实现了 ECMAScript 6 Array#copyWithin 及 Array.from()。
- 默认实现 CSS position:sticky
- 默认启用 drawFocusIfNeeded 及 mix-blend-mode。
- 实现 navigator.languages 属性及 languagechange 事件。

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