Akademy

4 - 11 September 2020

The History of Software Distribution

A Personal Journey

Dan Leinir Turthra Jensen

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Next up...

1 Introductions
- Your Host

2 Software Distribution
- Not The Beginning
- Opinionated Futures

3 What's This?
- No Really, What's This

4 The End
- The End

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- MSc in Software Construction, specialised in Game and Engine Programming
- Member of KDE community since 2002, Akademy 2007
- Calligra and Gluon team member, does KNewStuff, Peruse, Kirigami, and stuff
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A Short Digital Life Intro

- 1988(ish) gets C64 and plays with some BASIC
- 1992 gets a 386, with Windows 3.1 (how about that hot dog theme, eh?), messes with batch scripting a bunch
- 1995 gets own PC, Pentium 133, Windows 95, and Visual Basic 4
- 1996 Upgrades to Visual Basic 5, releases first thing publicly (RandomiZer! 3, started in VB3 two years prior)
- 1997 First runin with Linux through RedHat 4.2, starts work on what eventually becomes Travelsized. F/LOSS ideals begin to settle in.
- 1998 Acquires leinir.dk, uses sightRipple (self-built pre-processing tool for site generation) for initial website
- 2002 Finally switches full time to Linux, Mandrake 7.2.
- 2006 Active involvement with KDE begins by pestering Amarok devs and making a mess of a bug report

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Gran Canaria Desktop Summit 2009

The Gluon Project DrIDK's ideas, and a small revolutionary expansion

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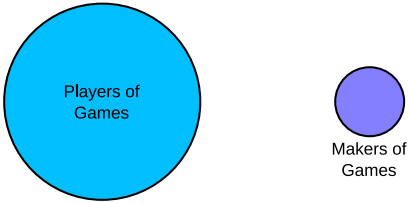
GamingFreedom We Can Do Better™®

Akademy 2010: Social Game Distribution

Makers and Players Not separate entities

Socially Distributed The Flow of Distribution



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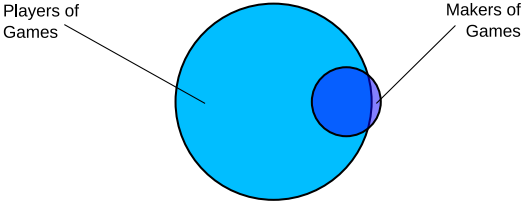

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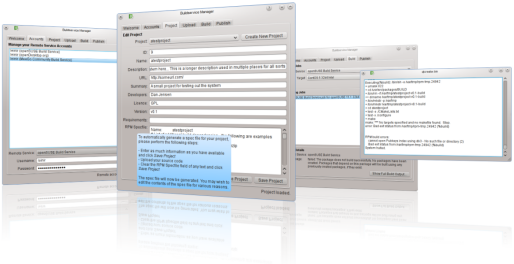
FOSDEM 2011: Project Bretzn

- Problem of Gluon: Not great for things that weren't GluonEngine based
- We have ways of getting things (opendesktop.org, aka the KDE Store)
- We have ways of making the things (Qt Creator and other IDEs)
- We have ways of building binaries of those things (Open Build System)



- Nice bits you got there, but what if we stuck them together, like some kind of salty bread knot?
- Proof of concept worked great, and then disappeared when the six month of funding ended

A Decade Later: The Absolute State

Linux Distributions are doing great*!

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Bundles Everybody Agrees! Bundles are awesome!

- **Flatpak** and
- **SnapCraft** are pseudo-distributions, but with developer help
- **AppImage** more "pure" bundle
  (also non-appimage like Discord, Telegram, others)

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  (also non-appimage like Discord, Telegram, others)
  (born from klik and PortableLinuxApps)

Glimmering Lights

- Open Build System
- KDE's Craft
- KDE's Binary Factory
- The KDE Store
- Discover
- Bus factors improving

Glimmering Lights

Discover + OCS/ KDE Store + xdg-bundle-app-installer

↓

Federated Social Software Distribution

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No Really, What's This

owo

notices ur easy to get software
whats this?

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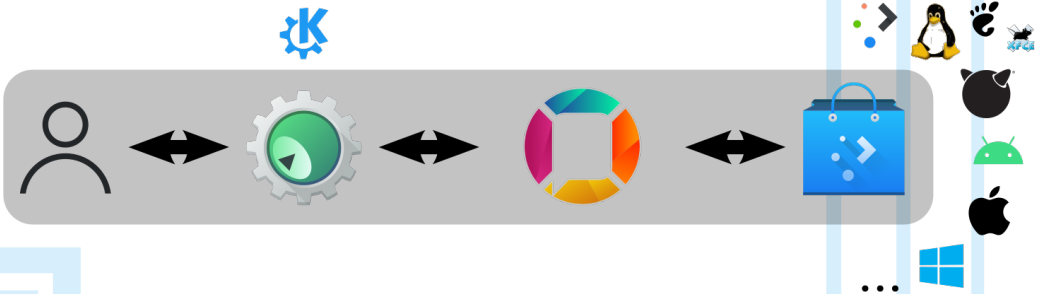

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The ~~End~~Beginning

Question Time

Addresses and such

xdg-bundle-app-installer `http://invent.kde.org/leinir/xdgbundleapps/`
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