Overview

- Issues
- Misconceptions
- Gen-2
- Summary
- Updated Sugar UI & Feedback
What is Sugar, anyway?

• A User Interface for *young* kids, and a set of applications supporting collaboration
  - Analogous to Gnome, KDE and other Linux desktops in structure, or Windows and Mac
  - *Usable by preliterate children*

• **Key difference:** *Collaborative learning by young children and their teachers*, not for training of office workers
Issues

• “Sugar is too slow”
• “Sugar is buggy”
• “I'm having problems with collaboration”
• “Sugar is hard to use”
• “I can't run fill in the blank Linux software in sugar for my older students”
• “How do I translate for my languages?”
“Sugar is too slow”

- Significantly faster activity startup in recent builds – more to come
- Latest Firefox/XULrunner used by our browser is dramatically better on memory use and performance
- There is much more low hanging fruit
“Sugar is buggy”

- We continue to fix:
  - Code bugs
  - Interface design bugs (more later...)
  - Collaboration issues
“I'm having problems with collaboration”

• Many “bugs” have been fixed

• Some issues are harder (particularly scaling): collaboration application protocols are interacting with mesh protocols.
  – Even UI additions are needed: e.g. Groups
  – This will be an ongoing effort
“Sugar is hard to use”

- For whom? Young children have a different answer than for you. It is certainly different that conventional systems.
- Most Sugar UI ideas worked out well, and some ideas bombed out.
- Eben Eliason will show and ask for your feedback on the new Sugar UI
“I can't run fill in the blank Linux software....”

- We must solve the “glass ceiling problem” - (a) Window manager (b) Journal access problems
- Working to change the window manager used on X11: this will allow arbitrary X applications to run
- We have a design and proof of principle code to enable conventional applications to access the journal – this may take longer
  - Premature to say what release
“I can't run a sugar app. under standard Linux”

• Sugar has been packaged and runs under standard Fedora, Ubuntu, and Debian Linux not just on the XO-1: e.g. `aptitude install sugar` on Ubuntu Hardy

• *All of these full Linux environments can be run on the XO-1, not just the Sugar environments*

• The window manager and journal changes will aid running individual sugar activities without having to use the full sugar desktop

• **Goal:** make the collaboration framework ubiquitous
Misconceptions

• Mesh == collaboration
  − Collaboration does not depend on the mesh

• Everything is different about Sugar
  − No, shares most of the Gnome stack
  − We're fixing the “coexistence problems”

• Sugar can only be used on OLPC
  − Sugar runs on Fedora, Debian, Ubuntu
Gen-2 Touch

- How will you support touch under Linux?
- See the work on multi-pointer X, by Peter Hutterer – video demonstrations YouTube
  - http://www.youtube.com/watch?v=0MUOn_nJmRA
  - http://www.youtube.com/watch?v=olWjnfrBoY8E
  - http://www.youtube.com/watch?v=AryCQ8Ybp6A
Summary

• MANY new sugar activities are available
• Performance and bugs are getting fixed
• Eben will demonstrate his UI work: please give him feedback!
• Full talk later about localization
• We are working on Sugar's interoperability problems – help gratefully accepted!