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Sugar and UI

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# 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=0MUOn_nJmRA)
  - <http://www.youtube.com/watch?v=olWjnfBoY8E>
  - <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!