Python Fix Imports Documentation

Release 1.0

Gaetan Semet

Guake Documentation

Welcome to the official Guake User Documentation.

Guake is a dropdown terminal made for the GNOME desktop environment. Guake's style of window is based on a famous FPS game, and one of its goals is to be easy to reach and developer friendly.

Main Features

- Lightweight

- Simple Easy and Elegant

- Smooth integration of terminal into GUI

- Appears when you call and disappears once you are done by pressing a predefined hotkey (F12 by default)

- Compiz transparency support

- Multi tab

- Plenty of color palettes

- Quick Open in your favorite text editor with a click on a file name (with line number support)

- Customizable hotkeys for tab access, reorganization, background transparency, font size,...

- Extremely configurable

- Configure Guake startup by running a bash script when Guake starts

- Multi-monitor support (open on a specified monitor, open on mouse monitor)

- Save terminal content to file

- Open URL to your browser

1.1 User Manual

1.1.1 What is Guake?

Guake is a powerful drop-down terminal, accessible by a simple hotkey. It has been designed to be the swiss knife of any developer willing to increase its productivity.

Alternatives to Guake

Here are some of the best terminals avaiable on the Linux environments that bring similar features of Guake:

- Tilda
- Tilix
- Yakuake (For the KDE)
- GNOME Terminal
- Terminator

1.1.2 Guake 3 Features

TBD: Long description of each feature

Single Hotkey terminal

TBD:

- Appears when you call and disappears once you are done by pressing a predefined hotkey (F12 by default)
- Customizable hotkeys for tab access, reorganization, background transparency, font size,...

Auto-start

Guake can now (>=3.1) starts automatically on GNOME startup.

Advanced Tab Support

Guake has several modes available to manage tab. You can let guake automatically rename the tab or give you own name.

Color Palettes

Thanks to the Guake community, a huge number of Terminal palettes are provided out of the box.

Gtk Theme

Guake allows you to choose a different Gtk theme than your environment.

Note: You need to restart Guake after changing the GTK theme.

Quick Open, hyperlink and Search on web

Guake automatically finds URL printed in your terminal and allow you to click on it using `[Ctrl]+click`. Many other terminals, if not all, does that already.

Quick-Open

Guake is also able to find out file names and open it in your favorite code editor, such as Visual Studio Code, Atom or SublimText.
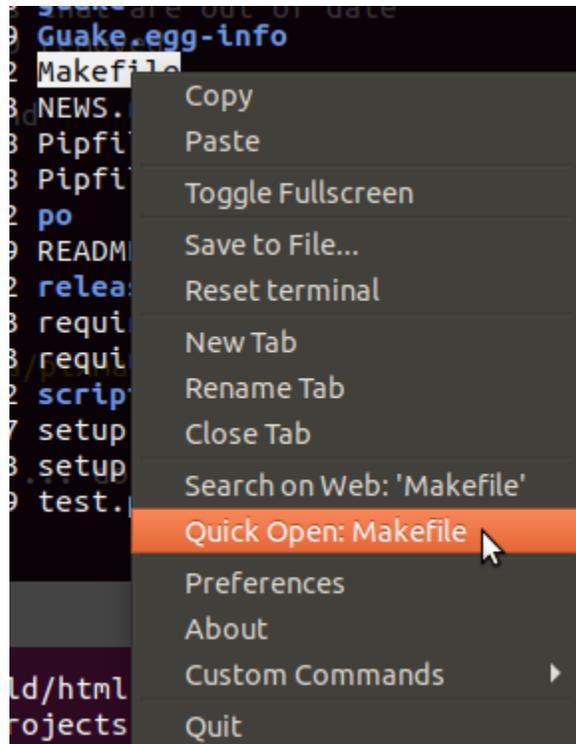
Guake brings this to much more, by automatically parsing output of popular system commands such as `gcc`, Python's traceback or `pytest` report, and allowing you to automatically open the file at the correct line number. Guake is even able to find the Python function name automatically when used with `pytest`.

Even if Guake cannot parse the output, you can still ask him to open a wanted file path displayed in your terminal, provided the file exists at this path. Simply select the full path and click using the `[Ctrl]+click`, or with the contextual menu on right click.

Contextual menu

Right click also displays "Search on web" (if you have selected a text) and "Open link" (if the text under the cursor is a URL or if the selected text is a URL).

Guake also supports HTML-like anchor with special characters such as:

```
echo -e '\e]8;;http://example.com\aThis is a link\e]8;;\a'
```

HTML-like anchors

You may need a recent version of the VTE (Virtual Terminal Emulator) component in you system (vte >= 0.50).

Multi Monitor

TBD: Multi-monitor support (open on a specified monitor, open on mouse monitor)

Hook points

TBD: Configure Guake startup by running a bash script when Guake starts

Save Terminal Content

TBD: Save terminal content to file

Custom Commands

TBD

DBus commands

The major features of guake are available on DBus.

Tab UUID

Tabs are uniquely identified with a UUID. Each terminal receives this UUID in the following environment var-
ialbe: `GUAKE_TAB_UUID`. It can be used to rename the tab from the command line using `--tab-index`
`3c542bc1-7c99-4e73-8d37-e08281bd592c`.

1.1.3 Installing Guake

System-wide installation

Always prefer using your package manager to install guake.

Debian / Ubuntu

Ubuntu and Debian users will use `sudo apt install guake`.

Fedora

TBD: Want to help fill this section? Please submit your suggestion on GitHub.

Arch Linux

TBD: Want to help fill this section? Please submit your suggestion on GitHub.

Install from Pypi

Guake is now automatically published on Pypi. Please use the following command to install on your environment:

```
$ pip install --user guake
```

Avoid using `pip install guake` without the `--user`, you may break your system.

You need to ensure the following points are met in your configuration:

- `$HOME/.local/bin` should be in your `$PATH`
- You need to have some dependencies installed on your system:
    - `gir1.2-keybinder-3.0`
    - `gir1.2-notify-0.7`
    - `gir1.2-vte-2.91`

- libkeybinder-3.0-0

- libutempter0

- python3-setuptools

- python3-cairo

- python3-dbus

- python3-gi

- python3-pbr

- python3-pip

- python3

Install from source

If you want to install Guake from its sources, please follow this procedure:

- First, **DO NOT USE TARBALLS GENERATED BY GITHUB** on the Release Page. They are automatically generated and cannot be used alone. We use a package, namely PBR, that requires the full git history to work.

  Checkout the HEAD of the source tree with:

  ```
  $ git clone https://github.com/Guake/guake.git
  ```

- make sure that you have the needed system dependencies (Python GTK, VTE, . . .) installed for your system. If you are unsure about the dependencies, you can run this script to install them:

  ```
  $ ./scripts/bootstrap-dev-[debian, arch, fedora].sh run make
  ```

Note: Insert your distribution in the square brackets.

To install Guake itself, use:

```
$ make
$ sudo make install
```

To uninstall, still in the source directory:

```
$ make
$ sudo make uninstall
```

Tips for a complete Guake reinstallation (without system dependencies):

```
$ sudo make uninstall && make && sudo make install
$ # Or use this shortcut:
$ make reinstall  # (do not sudo it!)
```

1.1.4 Command Line Arguments

Here is the command line interface Guake provides:

```
Traceback (most recent call last):
  File "/home/docs/checkouts/readthedocs.org/user_builds/guake/envs/stable/bin/guake",
→ line 10, in <module>
    sys.exit(exec_main())
  File "/home/docs/checkouts/readthedocs.org/user_builds/guake/envs/stable/lib/
→python3.5/site-packages/guake/main.py", line 410, in exec_main
    if not main():
  File "/home/docs/checkouts/readthedocs.org/user_builds/guake/envs/stable/lib/
→python3.5/site-packages/guake/main.py", line 248, in main
    import gi
ImportError: No module named 'gi'
```

1.1.5 D-Bus Interface

TBD: Describe the DBus interface, with message, how to use it. Recall how to send guake toggle command.

1.1.6 Frequently Asked Questions

Manual keybinding

If you want to trigger guake manually, for instance on system where `libkeybinder3` does not work, you can register the following snippet in your window manager

```
dbus-send --type=method_call --dest=org.guake3.RemoteControl \
    /org/guake3/RemoteControl org.guake3.RemoteControl.show_hide
```

You can use the simpler:

```
guake-toggle
```

Please note the command *guake -t* will also toggle Guake but since it initialize a bit more than just necessary, it can be slower that the two previous commands.

Note on Wayland

There are some reports of Guake not opening when a Wayland app or empty desktop is focused. The issue has been reported on Ubuntu 17.10 LTS, Fedora 26 and Fedora 27. For more context, see issue #1041.

The workaround is setting a manual keybinding as described above. On Fedora 26, for example, this can be accomplished by going to *Settings > Keyboard* and adding a new custom shortcut to execute `guake-toggle`.

Note for Archlinux users

This applies to users of Archlinux based distributions too and may be of help to non Debian/Ubuntu users as well. Currently `make install` is optimized for Ubuntu, which does not mean that it can not be used on other systems, but depending on your system you may have to tell `make install` where to install guake (the default for Ubuntu is `/usr/local/lib/python3.x/dist-packages/guake`).

So on Ubuntu the following commands are equivalent:

```
$ sudo make install
$ sudo make install PREFIX=/usr/lobal
```

On Archlinux this can be done by passing `/usr` as `PREFIX`:

```
$ sudo make install PREFIX=/usr
```

which will changes the installation destination to `/usr/lib/python3.x/site-packages/guake`.

Note that the install script automatically determines to use whether to use `dist-packages` or `site-packaes`.

For more details checkout the official PKGBUILD at archlinux.org, the PKGBUILD on the aur or this gist.

Why Guake crashes with Tmux and Byubu?

Tmux and Byobu can be used as shell instead of bash or zsh, but you should be sure to disable the "use login shell" option. If set, Guake will not be able to start. Use `dconf-editor` to reset this option if Guake cannot start again.

1.1.7 Gtk 3 Port

Early 2018, Guake has been ported Gtk3, thanks to the huge work of @aichingm. Old releases and code depending on GTK2 have been put on the 0.8.x branch of the GitHub project and will no more be actively maintained.

Please note that we target to support mainly the GTK and VTE versions found by default on most popular distribution such as Ubuntu or Arch Linux (currently: Ubuntu 16.04 LTS and 17.10).

Guake is now only compatible with Python 3.5+.

Port to Gtk 3 and Python 3 lead naturally to skip all 1.x and 2.x version in the version of Guake: Guake 3.

Dropped Features from Guake 0.8.x

- `--bgimg` (this option has been removed from vte)

Broken translations

Some changes in translation system made during the Guake 3 port may have broken the welcome message in some languages (#1209).

Help is welcomed for updating translations in your language ! See the "Update translation" section bellow.

Note for maintainers

Guake has drastically changed its build system with Guake 3. You may need to adapt all the integration scripts accordingly.

Guake now uses `Pipfile` to store it Python dependencies (except the system dependencies such as PyGTK3). It is maintained and used by *pipenv* CLI tool. It is a system more advanced than using `requirements.txt`, but this file is still generated for backward compatibility (for example: ReadTheDocs only support `requirements.txt` for the moment), by a tool I've developed, named `pipenv_to_requirements` (makefile target `make requirements`). It does generate `requirements.txt` (running dependencies), and `requirements-dev.txt` (build, checks and test only). From then, Guake is now a classic, canon Python package (with setup.py, building distrubution packages, . . .).

It however requires system libraries, so cannot work isolated inside a virtualenv. If you look closer to the virtualenv used with `make dev ; make run`, you will see it is configured to use the system libraries using `pew toggleglobalsitepackages`.

If for any reason `pipenv` does not work on your platform, you can still install guake from these requirements file, but the ultimate source of truth for dependency declaration is the `Pipfile`.

Do not hesitate to contact me at `gaetan [at] xeberon.net`.

1.2 Project information

1.2.1 History of the Project

TBD: history of the project

1.2.2 Release Notes

This page lists information about new features, bugfixes, translation update of all released and unreleased versions of Guake.

This page has been automatically generated, using reno tool.

(unreleased yet)

Bug Fixes

* fixes

3.4.0

Release Summary

This major release provides one of the most awaited feature to every Guake adicts: Split terminal. Split easily vertically and horizontally each terminal and have more than one terminal per tab. There have been several shortcut changes to help navigate easily on your screen: Ctrl+Shift+Up/Down/Left/Right to switch from terminal to terminal. Thanks for you hard work, @aichingm !

New Features

* Split and resize terminals via mouse or keyboard shortcuts.

Deprecations

* "New terminal" / "Rename terminal" / "Close terminal" items has been removed from the terminal context menu. They are still available on the tab context menu.

Bug Fixes

* Fix multiline selection right click (#1413)
* Fix tab name (#1017)

- fixes jumping preference window (#1149)
- fix no focus after closing a split terminal (#1421)
- Add note about shell that does not support –login parameter (#469)

Translation Updates

- pl (Piotr Drąg on weblate)
- nl (Heimen Stoffels on weblate)
- nb (Allan Nordhøy on weblate)
- ru (Igor on weblate)
- zh_CN (on weblate)
- cs (Pavel Borecki on weblate)
- de (Robin Bauknecht on weblate)
- fr (Gaetan Semet)

3.3.3

Release Summary

This release adds a big rewrite of the Terminal underlying mechanism by Mario Aichinger. It will serve as a foundation layer for long-awaiting features such as Split Terminal, Find Text, Save/Load Session, and so on.

New Features

- add a new option in the context menu (copy url)
- support for per terminal context menus
- new more fullscreen handeling
- load default font via python Gio and not via cli call
- add json example for custom commands in the code
- port screen selectino (use_mouse) to Gdk
- add notification for failed show-hide key rebindings
- add one-click key binding editing
- port word character exceptions for newer vte versions
- use Gtk.Box instead of Gtk.HBox
- use Gtk.Notebook's tabs implementation
- enable tab switching by scrolling (mouse wheel) over the tabs/tab-bar

Bug Fixes

- fixes Settings schema 'guake.general' does not contain a key named 'display_n'

- fixes `guake --fgcolor/--bgcolor` error (#1376).

Translation Updates

- fr (thanks samuelorsi125t and ButterflyOfFire)

- ru (thanks Igor)

- pl (thanks Piotr Drąg)

- cz (thanks Pavel Borecki)

- de (thanks Dirk den Hoedt and Mario Aichinger)

- gl (thanks Nacho Vidal)

Notes for Package Maintainers

- Please note `libutempter0` should now be considered as a mandatory dependency of Guake. It solves the frozen terminal issue on exit (#1014)

3.3.2

Bug Fixes

- Travis build cleaned build artifacts before deployment, leading to missing files when built in the CI.

3.3.1

Release Summary

This minor release mainly fix some issues when installing Guake though `pip install --user --upgrade guake`. A big thanks also to everyone who contributed to the translations on Weblate.

Bug Fixes

- Don't translate application icon (this finally fixes Guake application icon not being displayed with German locale, which was only partially resolved with #1320)

- Install of Guake through pip install was broken (missing `paths.py`). Now fixed. Discarded generation of bdist. (fix

Translation Updates

- sv (thanks to @MorganAntonsson)

- de (thanks to @rzimmer)

- fr

- ru (thanks Igor "f2404" on Weblate)

- cz (thanks Pavel Borecki on Weblate)

- pl (thanks Piotr Drąg on Weblate)

- it (thanks Maurizio De Santis on Weblate)

Other

- Update about screen's credits

3.3.0

New Features

- `pip install guake` now compiles the gsettings schema and finds its languages automatically.

Bug Fixes

- Wayland is a bit more well supported. The X11 backend is now used by default for GDK and it seems to make the shortcut works under most situation.

  A more cleaner solution would be to develop a GAction (vote for this feature here])

- A new command has been added: `guake-toggle`, should be faster than `guake -t`. You can use it when you register the global shortcut manually (X11 or Wayland).

3.2.2

Bug Fixes

- Fix transparency regression on ubuntu composite (#1333)

- Fix transparency issue

- Fix right-click on link

- Fix bad css override on check tab background (#1326)

- Fix Guake application icon not displayed with German locale

- fix ctrl+click on hyperlinks on VTE 0.50 (#1295)

- Fixed "Gruvbox Dark" color palette (swapped foreground and background)

- Swapped foreground and background colors for palettes added in commit #58842e9.

Other

- Add option groupes to the bootstrap scripts

3.2.1

New Features

- Thanks to @arcticicestudio, a new nice, clean new palette theme is available for Guake users: Nord (#1275)

Known Issues

- Multiline url are sometimes not handled correctly.

- Users of Byobu or Tmux as default shell should disable the "login shell" option (in the "Shell" panel). This uses an option, `--login`, that does not exist on these two tools.

Bug Fixes

- Fix duplication in theme list (#1304)

- Fix right click selection in Midnight Commander

- Corrected usage of `Vte.Regex.new_for_match` to fix regular expression matching (hyperlinks, quick open) on VTE >0.50 (#1295)

- URL with `'` (simple quote) and `()` (parenthesis) are now captured by hyperlink matcher. This may causes some issues with log and so that use parenthesis *around* hyperlinks, but since parenthesis and quotes are valid characters inside a URL, like for instance URL created by Kibana, they deserve the right to be shown as proper url in Guake.

  User can still select the URL in the terminal if he wishes to capture the exact url, before doing a Ctrl+click or a right click.

  For developers, it is advised to end the URL with a character that cannot be used in URL, such as space, tab, new line. Ending with a dot (`.`) or a comma (`,`) will not be seen as part of the URL by Guake, so most logs and traces that adds a dot or a comma at the end of the URL might still work.

- Fix "Grubbox Dark" theme

Translation Updates

- fr
- pl
- ru

Other

- Rework the documentation. The README grew up a lot and was hard to use. It has been cut into several user manual pages in the official online documentation.

3.2.0

New Features

- Allow user to select the theme within the preference UI
- Selected tab use "selected highlight" color from theme (#1036)

Translation Updates

- fr

3.1.1

New Features

- Quick open displays a combobox with predefined settings for Visual Studio Code, Atom and Sublime Text.

Bug Fixes

- Fix hyperlink VTE

3.1.0

Release Summary

This version of Guake brings mostly bug fixes, and some new features like "Quick Open on selection". I have also reworked internally the Quick Open so that it can automatically open files from logs from pytest and other python development tools output. However, there might still some false positive on the hovering of the mouse in the terminal, the most famous being the output of `ls -l` which may have the mouse looks like it sees hyperlinks on the terminal everywhere. Click does nothing but its an annoying limitation. Package maintainers should read the "Notes for Package Maintainers" of this release note carefully.

New Features

- New "start at login" option in the settings (only for GNOME) #251
- Add `--verbose`/`-v` parameter to enable debug logging. Please note the existing `-v` (for version number) has been renamed `-V`.
- Support for hyperlink VTE extension (described here) #945 (Untested, as it requires VTE 0.50)
- Add great color palettes from Guake Color Scheme, thanks for @ziyenano :
    - *Aci*,
    - *aco*,
    - *Azu*,
    - *Bim*,
    - *Cai*,

- – *Elementary*,

- – *Elic*,

- – *Elio*,

- – *Freya*,

- – *Gruvbox Dark*,

- – *Hemisu Dark*,

- – *Hemisu Light*,

- – *Jup*,

- – *Mar*,

- – *Material*,

- – *Miu*,

- – *Monokai dark*,

- – *Nep*,

- – *One Light*,

- – *Pali*,

- – *Peppermint*,

- – *Sat*,

- – *Shel*,

- – *Tin*,

- – *Ura*,

- – *Vag*.

- Allow application to capture right click (ex: Midnight commander). #1096. It is still possible to show the contextual menu with Shift+right click.

Bug Fixes

- delete tab even without libutempter (#1198)

- Fix crash when changing command file #1229

- fix `import sys` in `simplegladeapp.py`

- change scope of `which_align` variable in `pref.py` (#1225)

- Fix several issues on Quick Edit:

  - – quick open freezes guake

  - – support for systems with PCRE2 (regular expression in terminal) disabled for VTE, like Ubuntu 17.10 and +.

    This might disable quick open and open url on direct Ctrl+click. User can still select the wanted url or text and Cltr+click or use contextual menu.

    See this discussion on Tilix, another Terminal emulator that suffurs the same issue.

  - – quick open now appears in contextual menu (#1157)

- bad translation update on the contextual menu. This causes new strings that was hidden to appear for translators.

- Fix quick open on pattern "File:line" line that was not opening the wanted file.

- Fix user interface translations #1228

- Some systems such as Ubuntu did displayed Guake with a translated interface (#1209). The locale system has been reworked to fix that.

- There might be broken translations, or not up-to-date language support by Guake. A global refresh of all existing translations would be welcomed. Most has not been updated since the transition to Guake 3, so these languages support might probably be unfunctional or at least partialy localized.

- A big thank you for all the volunteers and Guake enthousiats would often update their own translation to help guake being used world-wide. - Help is always welcomed for updating translations !

- Support for vte 2.91 (0.52) #1222

Translation Updates

- fr_FR

- pl

- de

Notes for Package Maintainers

- The setup mecanism has changed a little bit. Some maintainers used to patch the source code of Guake to change the pixmap, Gtk schema or locale paths directly in the `guake/globals.py` file. This was due to a lack of flexibility of the installation target of the `Makefile`.

  The `make install` target looks now a little bit more familiar, allowing distribution packager to set the various paths directly with make flags.

  For example:

```
sudo make install \
    prefix=/usr \
    DESTDIR=/path/for/packager \
    PYTHON_SITE_PACKAGE_NAME=site-package \
    localedir=/usr/share/locale
```

  The main overrides are:

  - `IMAGE_DIR`: where the pixmap should be installed. Default: `/usr/local/share/guake/pixmaps`

  - `localedir`: where locales should be installed. Default: `/usr/local/share/locale`

  - `GLADE_DIR`: where the Glade files should be installed. Default: `/usr/local/share/guake`

  - `gsettingsschemadir`: where gsettings/dconf schema should be installed. Default: `/usr/local/share/glib-2.0/schemas/`

  I invite package maintainers to open tickets on Github about any other difficulties encountered when packaging Guake.

3.0.5

Bug Fixes

- Apply cursor blinking to new tabs as well, not only on settings change.
- Fix window losefocus hotkey #1080
- Fix refocus if open #1188
- fix preferences window header color, align the close button more nicely and change borders to margins
- Implements a timestamp for wayland (#1215)

3.0.4

New Features

- Add window displacement options to move guake away from the screen edges
- User can manually enter the name of the GTK theme it wants Guake to use. Note there is no Preference settings yet, one needs to manually enter the name using `dconf-editor`, in the key `/apps/guake/general/gtk-theme-name`. Use a name matching one the folders in `/usr/share/themes`. Please also considere this is a early adopter features and has only been tested on Ubuntu systems. Dark theme preference can be se with the key `/apps/guake/general/gtk-prefer-dark-theme`.
- Allow make install-system to be run as non root user and print a message if so.
- Quick open can now open file under selection. Simply select a filename in the current terminal and do a Ctrl+click, if the file path can be found, it will be open in your editor. It allows to virtually open any file path in your terminal (if they are on your local machine), but requires the user to select the file path first, compared to the Quick Open feature that finds file names using regular expression.

  Also notes that is it able to look in the current folder if the selected file name exists, allowing Ctrl+click on relative paths as well.

  Line number syntax is also supported: `filename.txt:5` will directly on the 5th line if your Quick Open is set for.

Bug Fixes

- fixes issue with vertically stacked dual monitors #1162
- Quick Open functionnality is restored #1121
- Unusable Guake with "hide on focus lose" option #1152
- Speed up guake D-Bus communication (command line such as `guake -t`).

3.0.3

Release Summary

This minor release mainly focus on fixing big problems that was remaining after the migration to GTK3. I would like to akwonledge the work of some contributors that helped testing and reporting issues on Guake 3.0.0. Thanks a lot to @egmontkob and @aichingm.

The Preference window has been deeply reworked and the hotkey management has been rewriten. This was one the the major regression in Guake 3.0.

New Features

- [dev env] automatically open reno slug after creation for editing
- [dev env]: Add the possibility to terminate guake with `Ctrl+c` on terminal where Guake has been launched
- Add "Infinite scrolling" option in "Scrolling" panel #274
- Added hotkey for showing and focusing Guake window when it is opened or closed. It is convenient when Guake window are overlapped with another windows and user needs to just showing it without closing and opening it again. #1133

Known Issues

- Quick Edit feature is not working (#1121)

Deprecations

- Remove visible bell feature #1081

Bug Fixes

- Command options do not work, crash when disabling keybinding #1111
- Do not open Guake window upon startup #1113
- Fix crash on increase/decrease main window height shortcut #1099
- Resolved conflicting default shortcut for `Ctrl+F2` (now, rename current tab is set to `Ctrl+Shift+R`) #1101, #1098
- The hotkey management has been rewriten and is now fully functional
- Rework the Preference window and reorganize the settings. Lot of small issues has been fixed. The Preference window now fits in a 1024x768 screen.
- Fix 'Failed to execute child process "-"' - #1119
- History size spin is fixed and now increment by 1000 steps. Default history value is now set to 1000, because "1024" has no real meaning for end user. #1082

Translation Updates

- de
- fr
- ru

Other

- The dependencies of the Guake executable has been slightly better described in README. There is an example for Debian/Ubuntu in the file `scripts/bootstrap-dev-debian.sh` which is the main environment where Guake is developed and tested.

- Package maintainers are encouraged to submit their `bootstrap-dev-[distribution].sh`, applicable for other distributions, to help users install Guake from source, and other package maintainers.

3.0.2

New Features

- Preliminary Dark theme support. To use it, install the 'numix' theme in your system. For example, Ubuntu/Debian users would use `sudo apt install numix-gtk-theme`.

Known Issues

- Cannot enable or disable the GTK or Dark theme by a preference setting.

Deprecations

- Resizer discontinued

Bug Fixes

- Fix `sudo make uninstall/install` to work only with `/usr/local`
- Fix translation `mo` file generation
- Fix crash on Wayland
- Fix quick open and open link in terminal
- Fixed Guake initialization on desktop environment that does not support compositing.

3.0.1

Release Summary

Minor maintenance release.

Bug Fixes

- Code cleaning and GNOME desktop file conformance

3.0.0

Release Summary

Guake has been ported to GTK-3 thanks to the huge work of @aichingm. This also implies Guake now uses the latest version of the terminal emulator component, VTE 2.91. Guake is now only working on Python 3 (version 3.5 or 3.6). Official support for Python 2 has been dropped. This enables new features in upcoming releases, such as "find in terminal", or "split screen".

New Features

- Ported to GTK3:
    - cli arguments
    - D-Bus
    - context menu of the terminal, the tab bar and the tray icon
    - scrollbar of the terminal
    - `ctrl+d` on terminal
    - fix double click on the tab bar
    - fix double click on tab to rename
    - fix clipboard from context menu
    - notification module
    - keyboard shortcuts
    - preference screen
    - port `gconfhandler` to `gsettingshandler`
    - about dialog
    - pattern matching
    - `Guake.accel*` methods
- Guake now use a brand new build system:
    - `pipenv` to manage dependencies in *Pipfile*
    - enforced code styling and checks using Pylint, Flake8, Yapf, ISort.
    - simpler release management thanks to PBR
- [dev env] reno will be used to generate release notes for Guake starting version 3.0.0. It allows developers to write the right chunk that will appear in the release note directly from their Pull Request.
- Update Guake window title when:
    - the active tab changes
    - the active tab is renamed
    - the vte title changes

Known Issues

- Translation might be broken in some language, waiting for the translation file to be updated by volunteers

- Resizer does not work anymore

- Package maintainers have to rework their integration script completely

- quick open and open link in terminal is broken

- **Note for package maintainers**: Guake 3 has a minor limitation regarding Glib/GTK Schemas files. Guake looks for the gsettings schema inside its data directory. So you will probably need install the schema twice, once in `/usr/local/lib/python3.5/dist-packages/guake/data/` and once in `/usr/share/glib-2.0/schemas` (see #1064). This is planned to be fixed in Guake 3.1

Upgrade Notes

- Minor rework of the preference window.

Deprecations

- Background picture is no more customizable on each terminal
- Visual Bell has been deprecated

Translation Updates

- fr-FR

1.2.3 License

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Version 2, June 1991

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1.3 Contributing to Guake

1.3.1 Basic Details

If you would like to contribute to the development of Guake, here are some general information.

Found a Bug?

Before opening a new issue, please read the following:

- for **feature requests**, please use FeatHub). This allow us to spot directly which are the most requested features.
- A Bountysource page also exists for requesting new features for Guake.
- before opening **a new bug**, please search for a similar one in the GitHub Issues .

Submitting a Pull Request

Please follow these steps before submitting a new Pull Request to Guake:

- rebase on latest HEAD with `git pull rebase upstream master`
- describe your change in the pull request
- execute the code styling, checks and unit tests using: `$ make style check reno-lint test`
- add a slug in release note using `$ make reno SLUG=<short_name_of_my_feature>` and edit the created file in *releasenotes/notes/*.

  You can see how *reno* works using *pipenv run reno –help*. Please use a generic slug (eg, for translation update, use *translation*)

1.3.2 Setting up the development environment

Before building the code, please ensure the dependencies are installed:

- GTK: >=3.18
- VTE: 2.91
- `libkeybinder3`

See full list of dependencies on the *Dependencies* page.

The following section describes how to install these dependencies on some systems, please be aware it might not be applicable to yours directly.

Install System dependencies

Ubuntu

Execute the following command to bootstrap all needed system dependencies:

```
$ ./scripts/bootstrap-dev-debian.sh
```

Fedora

Execute:

```
$ ./scripts/bootstrap-dev-fedora.sh
```

Arch Linux

Execute:

```
$ ./scripts/bootstrap-dev-arch.sh
```

Setup development environment

Install the dependencies of your system and use the following commands:

```
$ make dev
$ sudo make install-schemas  # still required even for local execution
```

You can force the interpreter version using the PYTHON_INTERPRETER variable:

```
$ make dev PYTHON_INTERPRETER=python3.6
```

Local execution of guake (without system-wide install):

```
$ make run
```

Install on system

Use the following command to build and install on your system (in /usr/local/):

```
$ make dev && make && sudo make install
```

You can reinstall easily in your environment (only validated for Debian/Ubuntu) with:

```
$ make reinstall  # will execute `sudo`
```

Git hook

Please install this git hook if you want to beautify your patch before submission:

```
$ make setup-githook
```

1.3.3 Hacking Guake

Contributing

First, be sure to use a verion of Python 3 where GTK and GObjects works in your system. For instance, under Ubuntu 17.04, PyGtk and `python3-gi` does not work well if the default python 3 interpreter is forced to Python 3.6.

Operating System	Recommended Python version	Notes
Ubuntu 14.04 LTS	Python 3.4 (UNTESTED)	
Ubuntu 16.04 LTS	Python 3.5 (TESTED)	
Ubuntu 17.04	Python 3.5 (TESTED)	
Ubuntu 17.10	Python 3.6 (TESTED)	Quick Open disabled (#1230)

Validate your code

We are strict on code styling, with pep8 and pylint running automatically in travis in order to reject badly shaped patches. Please use the following command to validate all python files:

```
$ make style   # fix the style of python files
$ make check   # static code analysis
$ make test    # unit test campaign
$ make dists   # make distribution packages
```

Update translation

Update all translation files:

```
$ make update-po
```

Install the translations files:

```
$ sudo make install-locale
```

Then use your favorite po editor, such as `poedit`.

Start Guake with a different locale (locales should be installed):

```
$ LC_ALL=fr_FR.UTF8 make run
```

Update NEWS

Update the *NEWS* file using the followng command:

```
make release-note-news
```

The `ChangeLog` files is not maintained but instead automatically generated by PBR when building the distribution packages.

Same goes for the *ChangeLog* file.

Versionning

Versioning is automatically done using git tags. When a semver tag is pushed, a new version is automatically created by PBR.

PBR also has some magic to generate the version automatically from `sem-ver` tag found in the commit message. See the `Makefile`'s `tag-pbr` target.

Travis build

Travis automatically check pull requests are compiling and check for code style.

Status of the master branch: https://travis-ci.org/Guake/guake.png?branch=master

The Travis job also pushes new release of Guake to Pypi.

1.3.4 Help for Package maintainers

This page is primarily targeted to package maintainers, willing to build and distribute Guake inside a Linux Distribution, such as Debian, Arch, Fedora, and so on.

It gives some information about how Guake is built.

Dependencies

System dependencies

Here are the system dependencies of Guake for its execution:

- GTK: >=3.18
- VTE: 2.91 (>='0.42 <https://packages.ubuntu.com/xenial/gir1.2-vte-2.91>'_). See doc here
- `gir1.2-keybinder-3.0`
- `gir1.2-notify-0.7`
- `gir1.2-vte-2.91`
- `libkeybinder3`
- `python3-cairo`
- `python3-dbus`
- `python3-gi`
- `python3-pbr`

Optional dependencies:

- `libutempter0`: compatibility with `wall` or `screen` commands
- Any GTK theme: `numix-gtk-theme`, ...

Python dependencies

The complete list of Python packages Guake requires for its execution is described in the `Pipfile`, section `packages`.

Compatibility

The Team is willing to see Guake available on every major Linux distribution. Do not hesitate to contact us through GitHub Issue or directly by email (`gaetan [at] xeberon.net`) if you see any issue when packageing Guake.

The major compatibility issues we experience if with the different version of VTE. We try to integrate new cool VTE features when they are ready, and protect them with test on the version installed on the user's environment, but there may still be mistakes made, breaking the software for a given environment. Do not hesitate to warn us for that!

Useful links

- Source Code available on GitHub.

- Official Homepage: http://guake-project.org

- Online Documentation is hosted on ReadTheDocs.

- If you are not a developer, you can still contribute to Guake by **'improving its translations in your language <https://hosted.weblate.org/projects/guake/guake/'_**. Guake users are welcome to support Weblate in providing this service for free for OpenSource Projects.

Important note: Do **NOT** use the domain guake.org, it has been registered by someone outside the team. We cannot be held responsible for the content on that web site.