suckless.org
software that sucks less

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what is suckless.org?

something that Anselm R. Garbe started

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a website

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a couple of projects

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. . . *not a summary, but we'll have one at the end*

the website

website

www.suckless.org
main page (links to everything else)

lists.suckless.org
the mailinglists archives

code.suckless.org
the source code repositories (Mercurial)

the wiki

the wiki software

- ▶ hgiki (genosite)
- ▶ self made by arg
- ▶ shell script with 100 SLOC
- ▶ uses markdown markup

content

- ▶ kept in Mercurial repo
- ▶ write access to preview wiki (port 8000)
    - ▶ `hg clone http://www.suckless.org:8000/hg/wiki`
    - ▶ `vi <some-file>`
    - ▶ `hg commit && hg push`

the couple of projects

projects

window managers

- wmii
- **dwm**

IRC clients

- sic
- ii

various tools

- dmenu, slock, sselp, lsx, . . .

dynamic window manager

- since June 2006
- tiling approach
- minimalistic
- less than 2k SLOC

features

- only what you really need
- for keyboard users primary
- tags instead of workspaces
- sticks to the standards (broken apps)

related WMs

anchestors

- ▶ `larswm`, `ratpoison`, `ion3`, ...
- ▶ but these are much larger

children

- ▶ `xmonad`, a clone in Haskel
- ▶ `awesome`, a popular fork that breaks with the main philosophy
- ▶ `dvtm`, dwm-like WM for the console

dwm-meillo

- a patchset (fork?)
- based on dwm-3.4 (current is 5.1)
- various differences to vanilla dwm
- dwm is the base, where I build upon
- http://prog.marmaro.de/dwm-meillo

the community

community

people

- small active community
- every user is a programmer
- strong connection to 9fans

development (dwm)

- mainly by arg
- a handful core contributors
- involved user base
- patches
- everyone can start right off

communication

communication

- ▶ everything is discussed on mailing list
- ▶ mailing list is mandatory
- ▶ IRC channels #dwm & #wmii on oftc.net

mailing lists

- ▶ {dwm,wmii}@suckless.org
- ▶ about 8 mails per day average
- ▶ announcement list: hackers@suckless.org

the philosophy

sane software

- follows the Unix Philosophy
- is small
- implements standards
- gets refactored
- is developed by its users

suckless goals

development

- ▶ active development (release early, release often)

customization

- ▶ by source code editing and recompilation
- ▶ extension through patches

size

- ▶ 10kLOC limit
- ▶ minimalistic, only the needed stuff
- ▶ source is understandable in one evening

summary

what suckless.org means to me

what suckless.org means to me

interesting projects
innovation
different thinking
remember the old times
question what matters
good leadership
perfect example of how to create a community
in search for the perfect solution
the concept rules
never have programs felt so natural to me
shows what is possible with less
changed my point of view

thanks arg!

software used

- ▶ Debian GNU/Linux
- ▶ LaTeX beamer and `pdflatex`
- ▶ Vim, make and Mercurial

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