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2 Foreword

Bunny is a relatively new and untested interface that has evolved rapidly. Version 2.0 brings a large number of changes compared to earlier releases and so this manual exists to provide a brief overview.

Bunny is a lightweight interface, requiring substantially less memory and disk space than either Ermintrude or Elf.

3 Requirements

NOTE : Additional requirements may be imposed by plugins, icons, schemes or 3rd party interfaces.

3.1 Hardware

300 MHz Pentium II processor

6 MB of free RAM (more needed for additional plugins)

1.4 MB of disk space (more will be needed for additional schemes)

800x600 display with 65K colours (16 bit) (1024x768 or 1280x1024, 16M (24 bit) recommended, although any resolution can be used above or below these with some loss of usability / legibility within the environment)

3 button mouse with scroll wheel (2 button mice will lose some functionality)

CD-ROM or DVD-ROM drive for media playback

3.2 Software

LDE(X)6.3

4 Welcome

Bunny is very simple to use and configure. It is a deliberately lightweight interface compared to both Elf and Ermintrude, but this comes with some loss of features :

- No drag and drop of files onto the shortcuts
- No taskbar
- No system tracker in the panel or as a floater
- No in-built desktop icons
- No multiple layers in the main launcher

You do get :

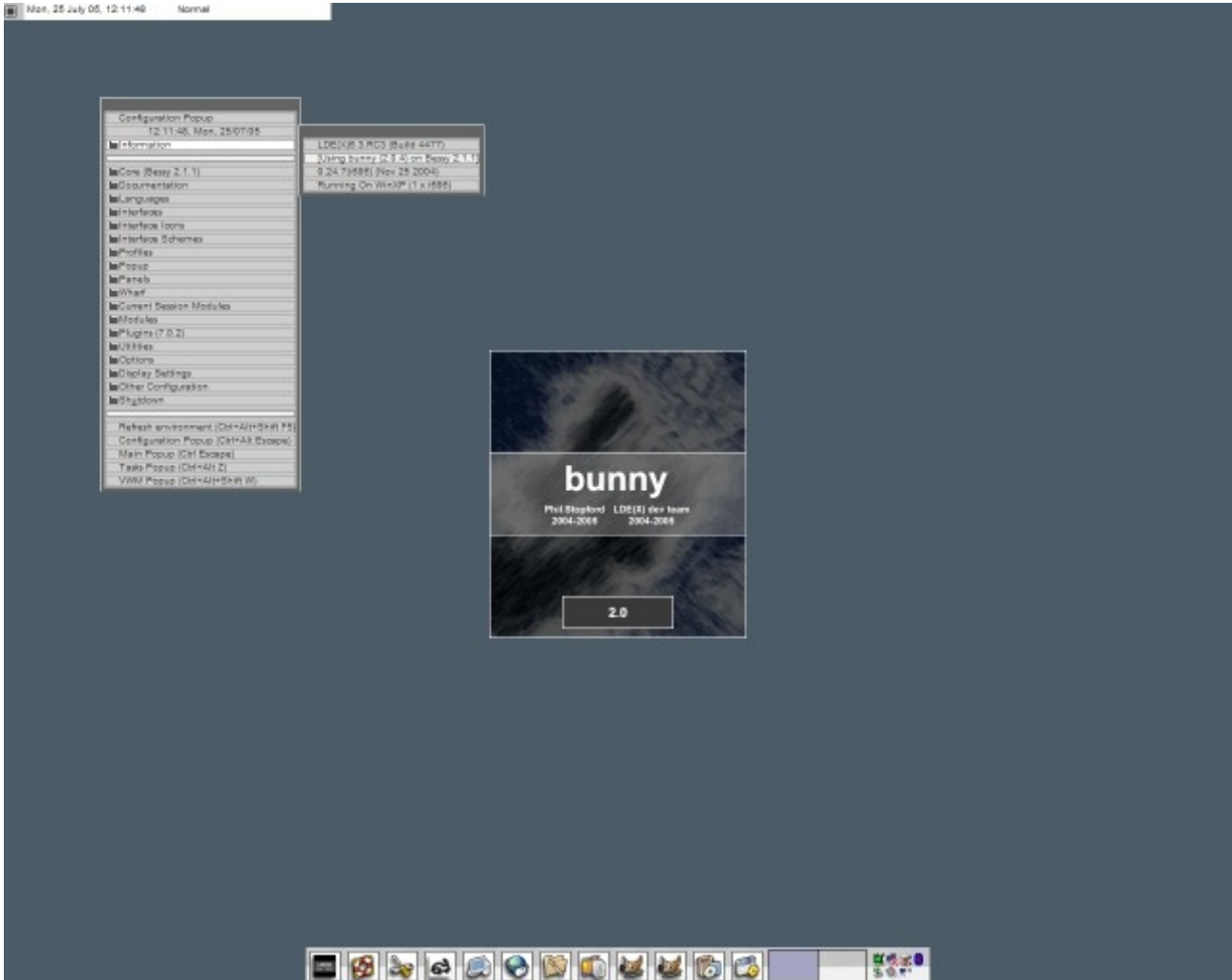
- Use of AEB-style popup menus for extended application selection
- Task-based application grouping
- 2 desktops with large previews
- Horizontal and vertical layouts with 3 selectable positions complete with optional memory.

Along with the usual features in LDE(X) interfaces :

- Support for the new global AEBs in LDE(X)6.3 as well as the usual, local AEBs.
- Full support for local/global plugins
- Customisation of appearance through the scheme system
- Localisation support
- Full multiple user support

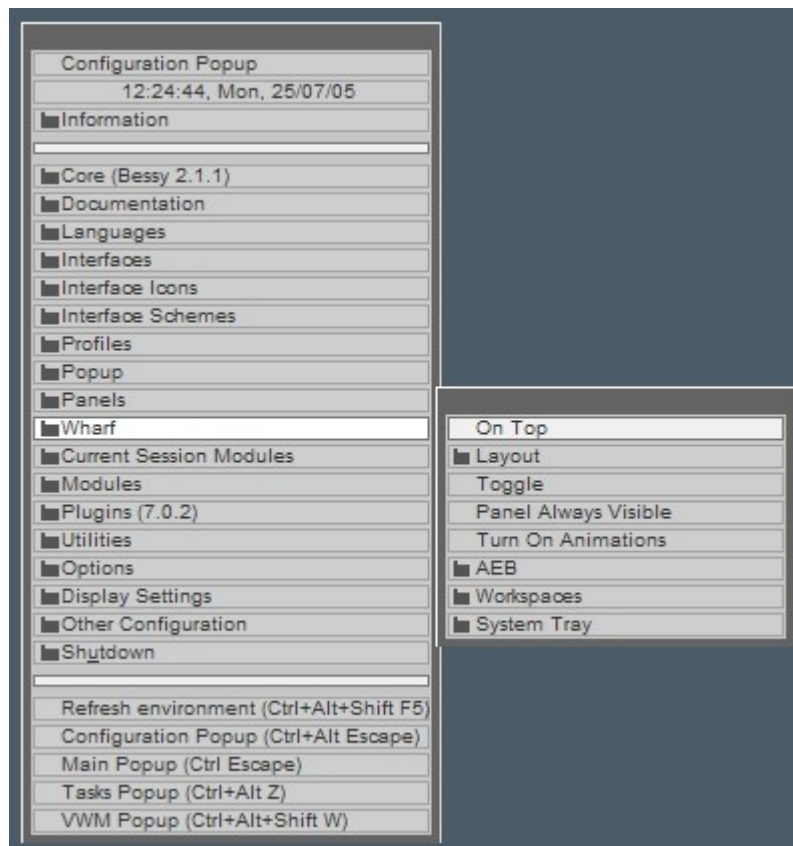
5 Getting Started with Bunny

The interface is very simple to use and many options will be immediately obvious if you look them up within the Ermintrude manual. This manual will only cover the features and options that are unique to bunny.



The bunny 2.0 interface with horizontal wharf (graphite scheme)

The wharf is a very simple affair. There are some menu options available to configure its behaviour, though, and we will cover them now.



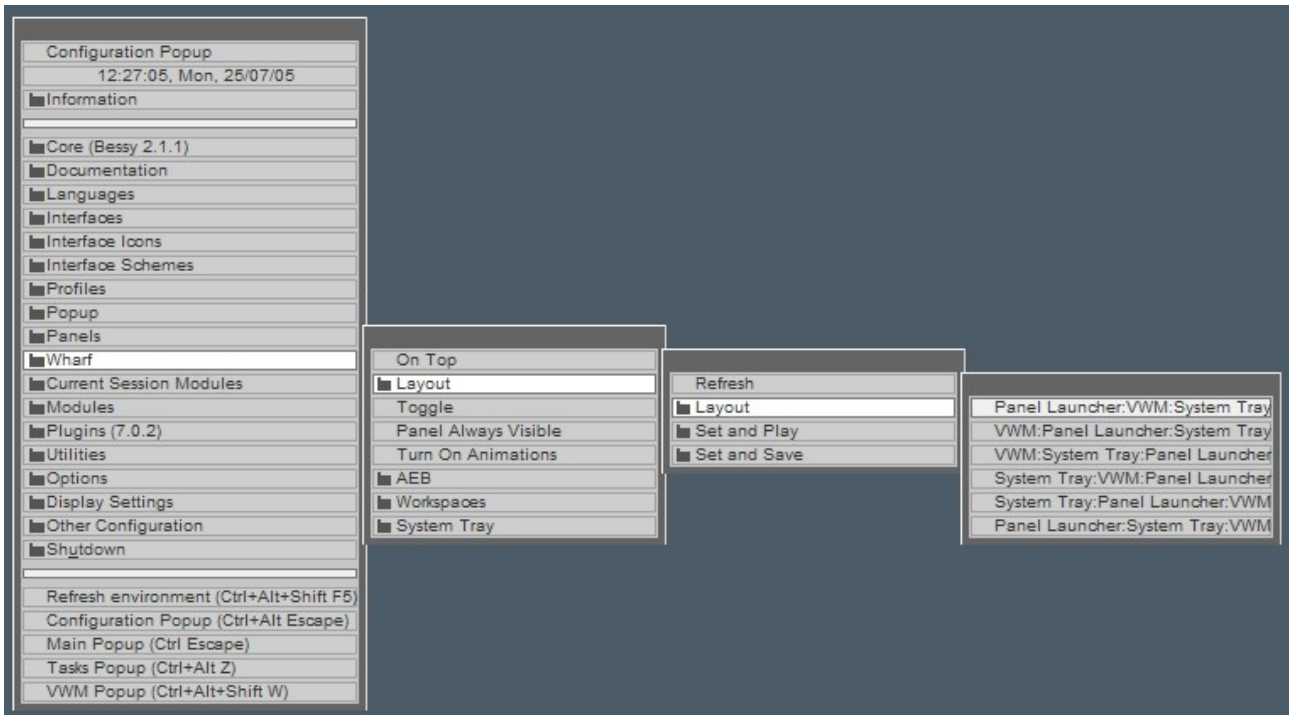
Top level wharf menu and location

Not On top / On top : self-explanatory

Toggle : Toggles wharf visibility on the screen (not saved across sessions)

Panel Always Visible : prevent maximised windows from covering the Wharf display

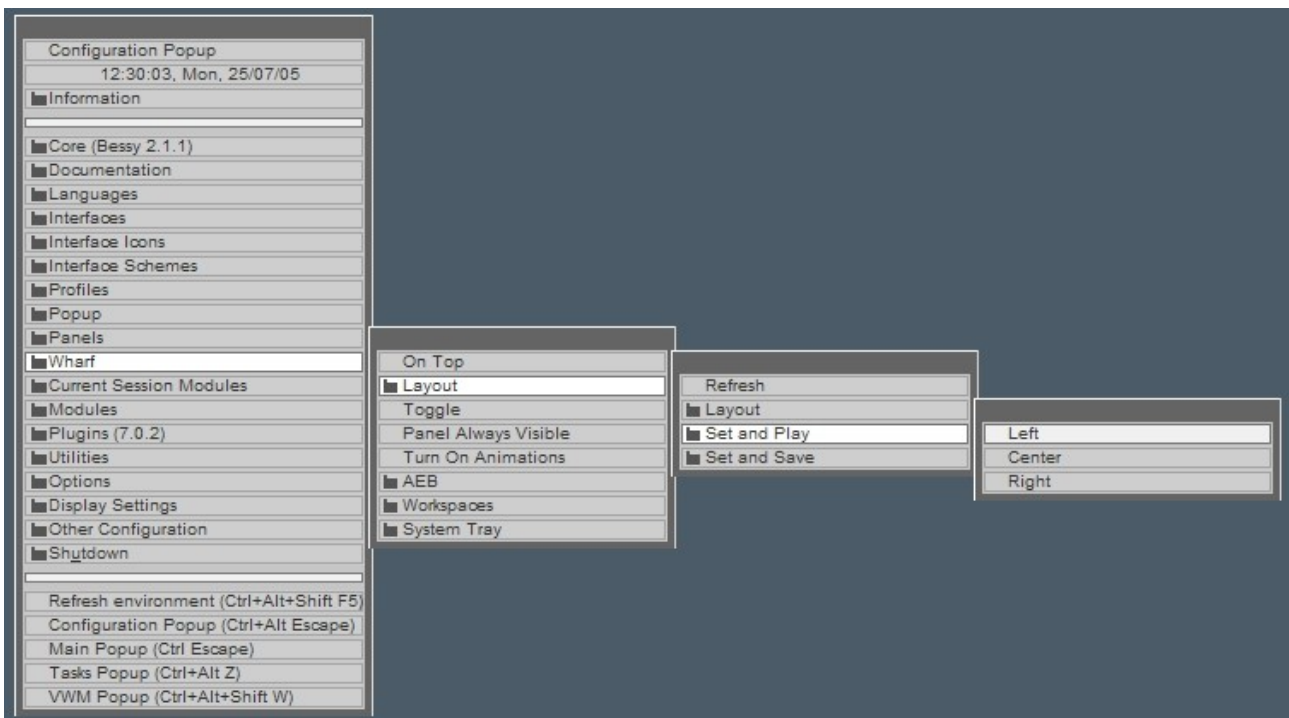
Turn On/Off Animations : self-explanatory



Choices for Wharf contents layout

This should be fairly self-explanatory. There are three regions in the wharf – the launcher, the workspace display and the system tray. The options here allow you to choose how they are ordered in the wharf, from left to right.

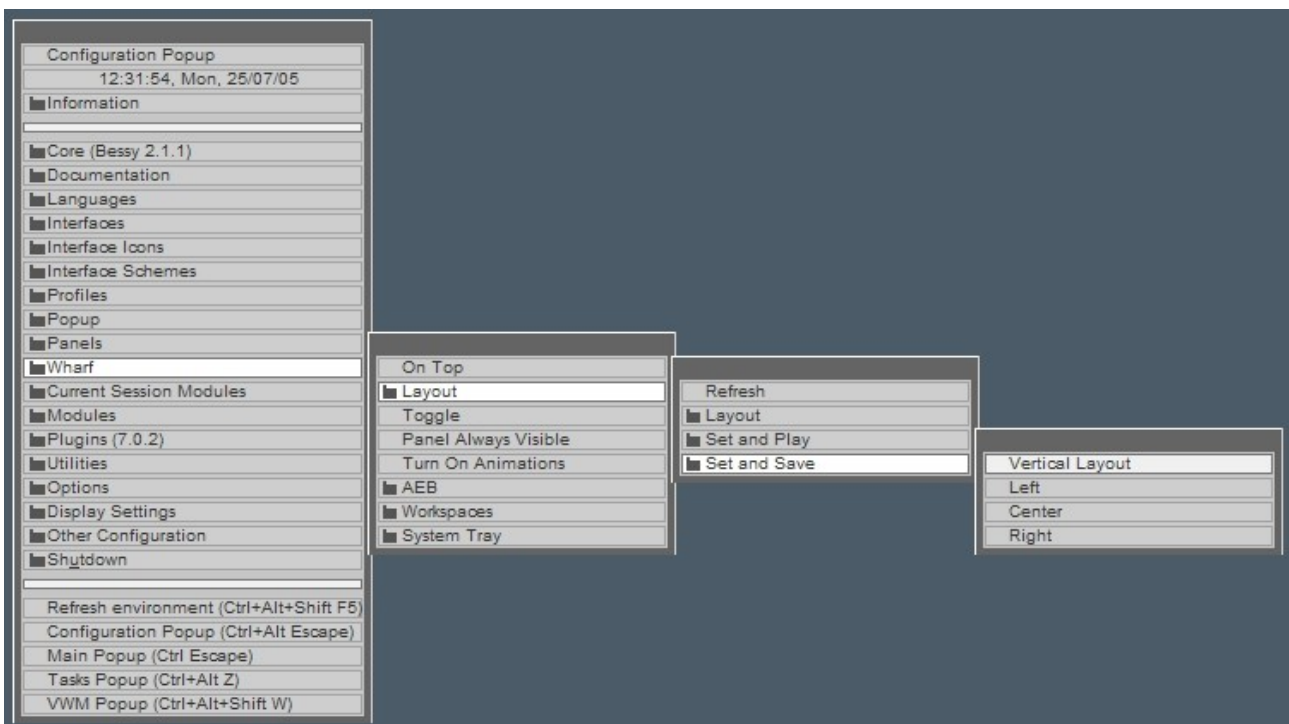
Note that bunny will need to restart for the choice to be shown on screen.



Set and play options for positioning the wharf (in this case, wharf is horizontal)

Left / center / right : self-explanatory (available for horizontal mode wharf)

Top / center / bottom : self-explanatory (available for vertical mode wharf)



Set and save options for positioning the wharf (in this case, the wharf is horizontal)

Vertical / Horizontal Layout : self-explanatory

Left / center / right : self-explanatory (available for horizontal mode wharf)

Top / center / bottom : self-explanatory (available for vertical mode wharf)

The other options (AEB / Workspaces / System Tray) are exactly the same as for Ermintrude so check the Ermintrude manual.

6 Technical Annex

This material comprises the collected technical documentation for the bunny interface.

6.1 Schemes

The scheme system is designed to allow the look and feel of bunny to be altered. Except for the notes below, the scheme system is entirely the same as that in Ermintrude so please refer to the Ermintrude manual for more information.

6.1.1 Scheme Definitions

6.1.1.1 The Structure

As noted above, there are differences in the structure of the bunny and Ermintrude scheme, as noted above. This is purely in terms of the image structure – all other parts of the scheme are as documented in the Ermintrude manual

\$UI\$\Images\Schemes\graphite

graphite.rc
graphite-integrate.rc
syscolor2.ini

panel

back.png (used for the horizontal wharf)
backv.png (used for the vertical wharf)
popup.png
systray.png (used for the horizontal wharf)
systrayv.png (used for the vertical wharf)
wharfvwm2.png (used for the horizontal wharf)
wharfvwm2v.png (used for the vertical wharf)

popup

bottom.png
bottom-inv.png (optional)
normal.png
normal-inv.png (optional)
selected.png
selected-inv.png (optional)
selfolder.png
selfolder-inv.png (optional)
separator.png
separator-inv.png (optional)
title.png
title-inv.png (optional)

plugins

xprop.png

ambience

panel.png
smallpanel.png

sidebar2

backgrounds

155.png

gadgets

background.png

7 FAQs

8 Known Issues

- None at this time..