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LDE(X) is powered by :



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Version 2, June 1991

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2 Foreword

Elf is a lightweight panel-based interface that bridges the gap between bunny and Ermintrude. It incorporates all the operational principles of Ermintrude, but packages them differently.

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

Elf is very simple to use and configure. It is a mid-end interface compared to both Bunny and Ermintrude, with an extensive feature list. Highlights are :

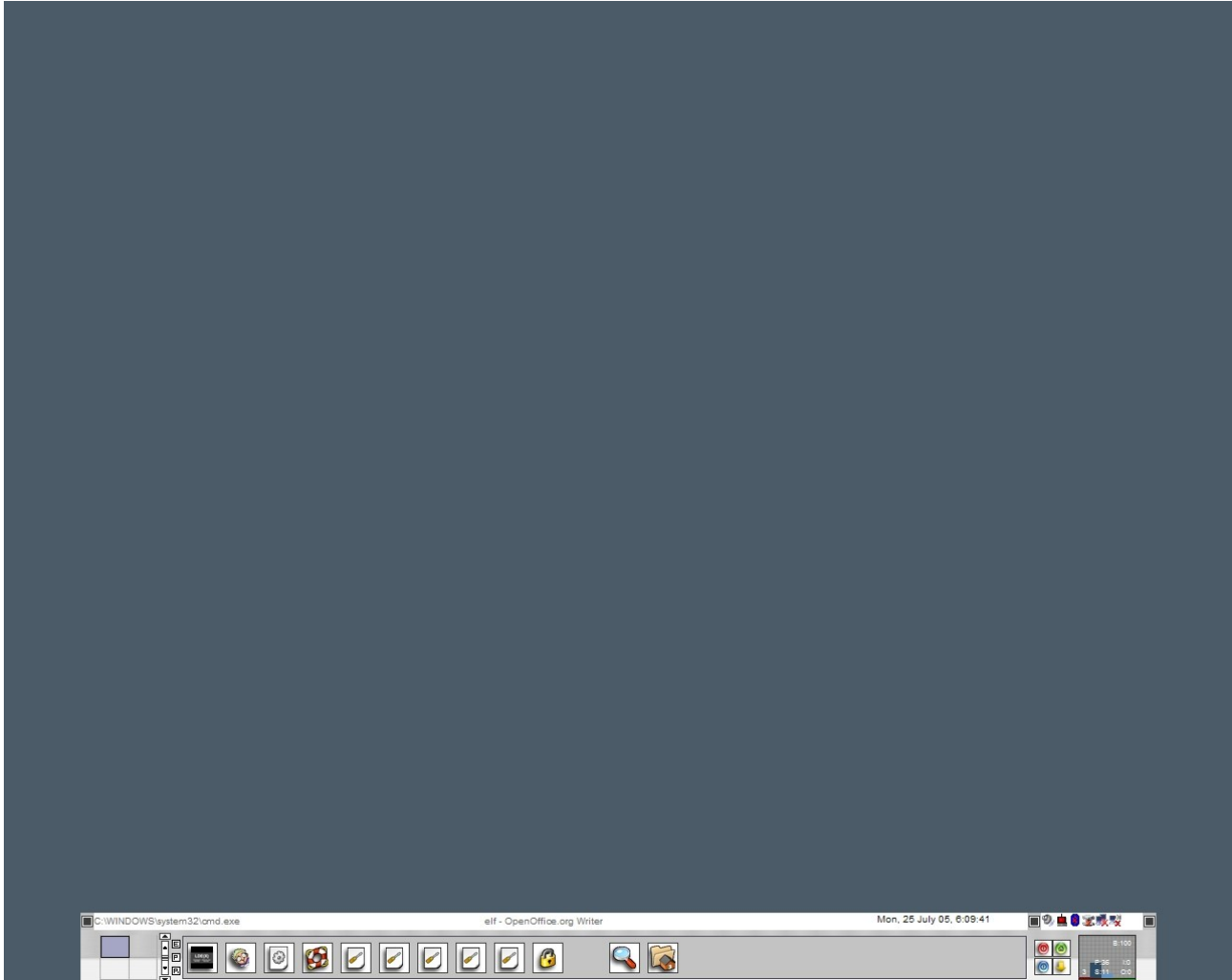
- Drag and drop of files onto the shortcuts
- Taskbar with grouping capabilities
- No in-built desktop icons
- Multiple layers in the main launcher for single click application launches
- Use of AEB-style popup menus for extended application selection
- System tracker in the panel combined with workspace preview display
- Task-based application grouping

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 Elf

The interface is quite 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 elf.



The elf 2.0 interface (graphite scheme)

Like Ermintrude, the power lies in the panel interface at the bottom of the screen. Much should be recognisable from the Ermintrude interface.

The `vwmFloater` and `trackerFloaters` from Ermintrude are now integrated into the panel on the left and right sides respectively at sufficiently high resolutions. At lower resolutions, the left side of the panel holds both of these – you can toggle between them.

The workspace system has two large arrow gadgets available in the panel to allow you to move windows to other workspaces.

The large launcher area in the middle of the panel can hold a large number of shortcuts for single click access to applications, similar to the left/right launcher areas in Ermintrude. The launcher is designed to work in partnership with your AEB definitions – the P button brings up your AEB for the current selected layer. The small arrows move through the AEB

groups and if you click in the region between the arrows, a menu is presented for quicker access to each specific group.

6 Technical Annex

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

6.1 Schemes

The scheme system is designed to allow the look and feel of elf 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 elf 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

No known.