

GNOME Desktop/GTK: gtk-rs and GSoC

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- [Sophie Herold: New gtk-rs release and more](#) [2]

The latest gtk-rs release is officially available since today. The perfect time to explain some of the contributions I made.

- [Ivan Molodetskikh: GSoC 2021: GNOME Shell Screenshot UI](#) [3]

Hello! I'm Ivan Molodetskikh, a computer science student from Moscow, Russia.

I've been involved in GNOME starting from my GSoC 2018 project to port librsvg filters to Rust. Throughout the last year in GNOME I've been doing some work to reduce input latency in Mutter, the GNOME's compositor (by implementing the presentation-time Wayland protocol and adding dynamic render time computation). I've also created two small apps, Video Trimmer and Identity.

As part of this year's Google Summer of Code, I'm implementing a new screenshot UI in GNOME Shell.

- [Nishit Patel: GSoC Project update](#) [4]

Following the proposed schedule, I began working on the first milestone, i.e Adding support for creation time in tracker-miners. While building the tracker-miner I discovered crashes in the indexer. After taking some help from mentors and debugging, It was found that a double-

free bug in the indexer was causing the crash. As the piece of code was unused, it went unnoticed.



[GSoC project @Pitivi-Cut Mode.](#) [5]

The Idea for this project is to have two timelines to ease certain types of tasks and increase productivity. This will essentially bring in a non-zoomable Timeline which will serve to ease the task of trimming, cutting, rearranging clips on the timeline in sync with the other timeline.

[GNOME](#)

Source URL: <http://www.tuxmachines.org/node/152823>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://blogs.gnome.org/sophieh/2021/06/25/finally-a-new-gtk-rs-release-and-more/>

[3] <https://imolodetskikh.wordpress.com/2021/06/29/gsoc-2021-gnome-shell-screenshot-ui/>

[4] <http://www.nishitpatel.tech/gsoc>

[5] <https://unhired-coder.github.io/project.html>