Who is doing live streaming related to GNOME

**ebassi**
- Gtk development,
- writing doc,
- creating new GNOME apps...

**Georges Stavracas**
- Shell, Calendar,
- Builder

**jimmacfx**
- Design, Blender,
- Icons, Music

**Abentogil (me)**
- Rust gtk app development,
- Gtranslator maintainership...

**Others?**
- Let me know if you know about someone else to add to the list!

[https://wiki.gnome.org/Community/Streamers](https://wiki.gnome.org/Community/Streamers)
The importance of the language for the community

There is a lot of content in English, but I’m doing my streaming in Spanish!

Georges do some live coding in Portuguese (BR) too.
The importance of the language for the community

But in English you can reach more people!

- I’m more comfortable thinking out loud in Spanish
- Not everyone knows or should know English, it’s good to reach other communities
- It’s easier to create a community, people feel more comfortable to interact in their own language
Why I want to see people writing code?

- To learn!
- A nice way to discover new things without much effort, just watching someone.
- To interact with the developer in real time
Why I’m doing live streaming?

- A way to committed myself to spent some time working on GNOME weekly
- A simple way to practice my communication skills with small audience
- To show the world how (easy) it’s the free software development
- Create some content in Spanish!
static gboolean
click_event (GtkGestureClick *ev,
            gpointer data,
            GdkEventButton *event)
{
    GtkTextBuffer *buffer;
    GtkTextBuffer *text_view;
    GtkTextIter start, end, iter;
    int n_press,
    double x,
    double y;

    text_view = gtk_text_controller_get_widget(
        GTK_EVENT_CONTROLLER (ev));
    buffer = gtk_text_view_get_buffer (GTK_TEXT_VIEW (text_view));

    text_view = gtk_text_view_window_to_buffer_coords (
        GTK_TEXT_VIEW (text_view),
        GTK_TEXT_WINDOW (x, y, data));

    if (gtk_text_buffer_get_selection_bounds (buffer, &start, &end);
        gtk_text_iter_get_offset (start) ==
        gtk_text_iter_get_offset (end))
        return FALSE;

    text_view = gtk_text_view_get_iter_at_location (GTK_TEXT_VIEW (text_view),
        iter, x, y);

    if (gtk_text_view_get_iter_at_location (GTK_TEXT_VIEW (text_view),
        iter, x, y))
        return TRUE;

    return FALSE;
}

static gboolean
hovering_over_link = FALSE;
static GdkCursor *hand_cursor = NULL;
static GdkCursor *regular_cursor = NULL;

if (hand_cursor)
    if (one of them is a link, change the cursor to
        typically used by web browsers.)
{
    switch (prop_id)
    {
    case gtk_text_view_get_instance_private:
        gtk_text_view_set_property (GObject *object,
            guint prop_id,
            GObjectValue *value,
            gpointer data);
        switch (prop_id)
        {
        case GTK_TEXT_VIEW_OBJECT:
            gtk_text_view_set_property (GObject *object,
                guint prop_id,
                GObjectValue *value,
                gpointer data);
        case GTK_TEXT_VIEW_PRIVATE:
            gtk_text_view_set_property (GObject *object,
                guint prop_id,
                GObjectValue *value,
                gpointer data);
        case GTK_TEXT_VIEW_PRIVATE:
            gtk_text_view_set_property (GObject *object,
                guint prop_id,
                GObjectValue *value,
                gpointer data);
        }
    case GTK_TEXT_VIEW_PRIVATE:
        gtk_text_view_set_property (GObject *object,
            guint prop_id,
            GObjectValue *value,
            gpointer data);
    case GTK_TEXT_VIEW_PRIVATE:
        gtk_text_view_set_property (GObject *object,
            guint prop_id,
            GObjectValue *value,
            gpointer data);
    }
    if (one of them is a link, change the cursor to
        typically used by web browsers.)
{
}
What I’m doing

- Some GNOME Translation Editor maintenance
- A chess application with Rust and Gtk4: gambito
- A music application with python and Gtk4: loop
- Some "tutorial", gnome-extensions, etc
What I’ve learned

- It’s really easy to start streaming with cheap hardware
- The mic is important, good sound is the real difference (my mic is not really good)
- Sometimes is hard to write code in live streaming
- It’s fun and helps me to do something every week
Thank you!

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