Free Software on Reddit

- I built an open-source Video Downloader for Windows (2026/11/04 14:34)
  https://preview.redd.it/5ha45jte57zh1.png?width=1101&format=png&auto=webp&s=fa98b685376aebf49f75081d753c102439d55607 I've been developing Video Downloader, a lightweight Windows desktop application that started as a personal project to make downloading online content easier. Built on top of yt-dlp, it allows users to download videos and audio from supported websites, with support for resolutions up to 4K. GitHub submitted by /u/ticktarget [link] [comments]
- OpenSource file explorer (2026/11/04 14:22)
  Hey so the file explorer on Xiaomi has added adds, yay!!! I don't want to wait 5 seconds each time I want to move a SINGLE file from one place to another, even less if I am giving money to a company I already paid and being for one of the most basic things on any device. What addless and OpenSource file explorer would you recommend or use? submitted by /u/Qazar45 [link] [comments]
- Piku聚合 Pixiv、Poipiku、AO3 的开源安卓客户端 (2026/11/04 02:40)
  Hi everyone, I'd like to share my open-source project, Piku. Piku is an open-source Android client that aggregates multiple art and fanfiction platforms into a single app. I built it because I wanted to browse Pixiv, Poipiku, and AO3 without constantly switching between different apps. Key Features: Unified Browsing: Access Pixiv, Poipiku, and AO3 within a single app. Data Source Switching: Seamlessly switch between different data sources. Direct Connection: Optimized for users who have trouble accessing these platforms directly (especially useful for users in certain regions). Open Source: Written in Kotlin, with the code fully open on GitHub. This is a side project I've been working on, and I'm actively looking for feedback from the community. If you have any suggestions or encounter any bugs, please let me know! GitHub Link: https://github.com/NLick47/Piku Thanks for checking it out! submitted by /u/Sufficient-Net9581 [link] [comments]
- Is there any open source SnipDo previously pantherbar app alternative or clone ? (2026/11/03 15:01)
  Hello, hope you are doing all well, I really liked pantherbar app, now SnipDo requires subscription and that's not interesting for me at least, is there any option out there ? Thank you submitted by /u/heartips [link] [comments]
- Are there any GPL single player shooter games? Sth like Xonotic but with a story n campaign? (2026/11/03 14:18)
  I am also interested in other first person games, like RPGs, definitely not multiplayer shooters, nor ports like openMW. Correct me if I'm wrong, I just can't find one free software single player story driven first person action game... don't be mad if it's a silly question. Second question: would you be interested in one? submitted by /u/Reveninja [link] [comments]
- /r/freeware is re-opened - Proprietary software now has a new home (2026/11/02 18:51)
  I've only just been given the keys today, but this was a longtime coming. Many of the posts* that get removed in r/freesoftware are proprietary software, that for all intents and purposes could be categorized as r/freeware. (App store apps, browser plugins, "Utility" sites, etc.) Until now, these submissions didn't have a home because r/freeware was restricted without a mod. Starting today however, that home is now open and taking software submissions. We will still be removing propietary software submissions from r/freesoftware but we'll also be trying to head it off and direct proprietary software towards r/freeware before posting and if it slips through, after posting as well. This post is mainly to let you know

that if you have proprietary software you want to share, you may now do so in r/freeware if it doesn't fit the definition of Free Software. * - The biggest removal reason is actually "Failure to respond to the mandatory automod comment" but I'm looking into ways to decrease that. submitted by /u/happyxpenguin [link] [comments]

- Looking for free voice changer (2026/11/01 09:55)
  Any recommends for free voice changer software for windows? My daughter likes to use them when gaming and ive tried voice mods (forgot what the other was called) submitted by /u/Healthy-Mission7927 [link] [comments]
- What are the risks of using Art Craft or other clones for the consumer? (2026/10/31 07:56)
  Hello, I've been doing alot of reading on whats going on and how disruptive it is. I hate adobe and many other predatory greedy companies. I can foresee why someone made art craft. But something doesnt add up? Are they making money off of it? Who funded the compute the replicate adobe suit? One would think it was expensive. While I'd like to give it the benefit of the doubt I have to wonder what else is going on and if their motivation is more than what it appears. I did download it and I do use it. At this point if Artcraft and Adobe are both malicious at least I should use the one that is seemingly less or gives me more. I want to know what people think about these questions. A submitted by /u/runescapenjoyer [link] [comments]
- Looking for an Office 365 clone type (2026/10/28 13:18)
  I use Only Office ATM, but it's very CPU intensive, anything else? submitted by /u/Fact_or_Bollocks [link] [comments]
- □ Looking for Android Beta Testers for Street Medics — an Open-Source Emergency Response App (2026/10/26 12:09)
  Hello everyone! I'm the developer of Street Medics, an independent open-source project I'm building in my spare time with a simple goal: help people who need medical assistance connect with nearby volunteer medics, particularly during protests and demonstrations. With upcoming demonstrations and public gatherings, I'm looking for people willing to test the app, report bugs, and help me make it genuinely useful and reliable in real-world situations. I'm developing this project on my own, without funding or a marketing budget. To be transparent, what I need most right now is testers, honest feedback, and people who believe that free, privacy-conscious tools can make a difference. □ What does Street Medics do? The app currently offers: □ Location-based SOS alerts to notify nearby volunteer medics when someone needs assistance. □ A real-time map displaying active emergency requests and volunteer teams on duty. □ Emergency notifications to help medics respond quickly, including when their phone is locked. □ Navigation to incidents to help volunteers reach people who need assistance. Street Medics is free and open source under the GPL-3.0 license. Both the client and server code are publicly available, so anyone can inspect how the project works instead of simply taking my word for it. □ Official website: https://street-medics.xpertise.quest □ Privacy is a core principle I understand that installing an app related to protests and demonstrations can raise legitimate privacy concerns. That's one of the reasons I've deliberately avoided the usual commercial tracking and data collection practices. Street Medics does not require a user account or personal profile to send an SOS. The app contains no advertising SDKs or third-party analytics tools designed to track users. There are no ads, commercial profiling, or data sales. To be precise, this doesn't mean that no data is transmitted. Here's how it works: GPS location: Transmitted when an SOS is sent. For medics on duty, location sharing allows the app to identify nearby alerts. Phone number: Optional, and can help volunteers coordinate an intervention. It isn't made public and is deleted after the intervention. Temporary technical identifier: Used to prevent duplicate alerts on the medic side. Resolved incidents: Removed from the active map. The infrastructure runs on a server I manage myself. The goal is to process only the information necessary to coordinate assistance, without turning users into commercially exploitable profiles. The privacy policy and source code

repositories are accessible through the website, so you can review the project and make up your own mind. □ How to join the closed Android beta The app is currently distributed through Google Play closed testing. Google requires me to manually authorize each tester's Google account before they can install it. Here's how to join: 1. Visit https://street-medics.xpertise.quest. 2. Click the beta testing registration button and enter the Gmail address associated with your Google Play account. 3. I'll review your registration and manually add your email address to the authorized testers list. 4. I'll send you the official installation link by email once your account has been approved. 5. Open the link on your Android device to access the app through Google Play. Your email address is required for beta access. It will only be used to manage access to the test and send you the installation link, not for advertising or newsletters. Since approvals are handled manually, there may be a delay before you receive the link. Thanks for your patience! ❤ Why your help matters I don't have the financial resources to promote Street Medics on a large scale. But an emergency response tool is only useful if it's sufficiently tested, known, and reliable when someone actually needs help. Every bit of feedback matters submitted by /u/TheGameBoy95 [link] [comments]

- I missed Picasa, so I built Licasa: an open-source photo viewer and editor for Linux (2026/10/24 21:59)
  Anyone else still miss Google's Picasa photo viewer? I did, so I built Licasa, an open-source image viewer and editor for Linux inspired by that experience. I wanted something focused on the everyday stuff: open a photo, look at it properly, make a quick edit, and carry on. What it does today: Open photos straight from your file manager, fullscreen or in a floating window. Handle modern image formats: HEIC/HEIF, AVIF, JPEG XL and JPEG 2000, alongside JPEG, PNG, TIFF and WebP. It also supports RAW previews. Play Motion Photos and animated APNGs, so there's more to see than a still frame. Crop, adjust and export when a photo needs a quick touch-up. Stay ready for the next photo with an optional background mode for faster repeat opens. It's off by default. It's free and open source under the BSD 2-Clause license. Current builds are for 64-bit Intel/AMD Linux, with Ubuntu 24.04, Fedora 44 and Arch packages, plus AppImage and Snap options. Source: https://github.com/sanxchep/licasa Downloads: https://github.com/sanxchep/licasa/releases I'd love feedback from people who miss Picasa too, or just want a straightforward Linux photo viewer. What part of that viewing experience do you miss most? And if you try Licasa, I'd be interested in how it handles the photos and formats you actually use. Bug reports and contributions are welcome. submitted by /u/sanxchep [link] [comments]
- Open source in the AI era: protecting maintainers' time from AI slop (2026/10/22 16:09)
  Anyone can open a PR. That used to be open source's superpower. Now it's becoming its biggest headache. Low-quality AI-generated PRs are flooding projects, and volunteer maintainers are paying the price. Here are a few practical ways to keep AI slop under control. submitted by /u/Francesco-Shin [link] [comments]
- Ask the KDE Goals champions (2026/10/22 11:58)
  The champions of the new KDE Goals for the 2026-2028 cycle will be answering your questions live! KDE for Enterprise and Deployments: Ask David Edmundson, Kevin Ottens, Neal Gompa, and Kai Uwe Broulik about how they plan to make KDE a viable choice for businesses and public institutions. Better documentation: Check in with Nate Graham, Thiago Masato Costa Sueto, and Joseph P. De Veaugh-Geiss about improving KDE's documentation. Next Generation Styling for KDE: Find out how Arjen Hiemstra, Akseli Lahtinen, and Andy Betts are working to implement a unified styling system. Leave your questions in the comments or in the KDE Forum post! The champions will answer them live on on Youtube and Peertube on October 29 at at 17:00 UTC. submitted by /u/f_r_d [link] [comments]
- help me find a free old drawing program (2026/10/22 09:50)
  in short: i can't find a safe link to download a very old drawing program. it's called "OpenCanvas 1.1" please note that i am specifically looking for

version 1.1. let me describe it in more detail: as far as i know, this program was popular in fairly niche circles 15–20 years ago, since it was the last free version of OpenCanvas. it's pretty easy to use, and i guess it had some kind of multiplayer feature (?) which doesn't really interest me absolutely all sources that provide a download link are flagged on VirusTotal i checked wistinga - the first two links don't work, and the last one, labeled “original,” is unsafe i checked flat2d - both links, the English version and the French version, simply don't work as far as i remember, the other websites cite these two sources specifically, so the problem remains the same yesterday i went through almost the entire blog of my favorite Korean artist, who has definitely been using this program for about 9 or 10 years. and when i found a link to her personal archive of brushes and the program itself, i thought a miracle had happened, but unfortunately, VirusTotal found as many as 20 malware warnings here, which, I think, was a record D: deviantart - that site was my last hope, but even there it was out of date anyway, my very last hope now is to find people with their own personal archives who may have used, or are still using this program and can safely share it with me. i swear, if this program were paid, I would buy it, but the thing is, it’s actually free, though it hasn’t been supported by the developers for a long time, and all the archives seem to be infected please let me know if i'm posting in the right place, and if not, please tell me where i can take my problem. i'd really appreciate any feedback, whether it's your memories or knowledge of the program, or, as i'm really hoping, a working and secure download link or file. i also apologize for my poor English, it's not my first language. submitted by /u/k1k1kik [link] [comments]

- ArtCraft is a point of no return for free software, "AI slop" or not (2026/10/21 09:01)
  I’ve been following the discussions around ArtCraft lately, and I feel like a lot of people are completely missing the bigger picture here: people are massively underestimating how disruptive the ArtCraft experiment is for the free software world. Even if Adobe eventually manages to weaponize their legal team and legally block the project, the open-source genie is already out of the bottle. The code that has been written will remain publicly available for everyone to fork, build upon, or integrate, regardless of whether the official ArtCraft project survives or dies. Let’s look at the worst-case scenario: "Illegal" UI elements? Fine. If a court decides the layout or graphics are too similar to Adobe's proprietary interface, the free software community will simply change the skin. The core engine, the underlying tools, and most importantly, the native file compatibility (like .psd or .ai) will still remain intact. Copyrighted code issues? If a judge strikes down a specific portion of the source code, it can always be rewritten from scratch in a way that is fully clean-room compliant and legally acceptable. The real race right now is time. We just have to hope that the project reaches near-functional parity with Adobe's software before any major legal roadblocks hit. If ArtCraft manages to get close enough to the original suite before the lawyers step in, there won't be a judge in the world capable of stopping the momentum of the community. In my humble opinion, whoever launched this initiative deserves a massive thank you from all of us. I don't care if people want to dismiss it as "AI-slop" or just an automated experiment; the long-term impact this could have on breaking corporate monopolies is real, and it's exactly what the free software ecosystem needed. What do you guys think? Is ArtCraft a game-changer, or am I being too optimistic? submitted by /u/mlzog [link] [comments]
- I open sourced the two apps I use to run the Foundational Fitness week: no account, no server, GPL-3.0 (2026/10/18 17:01)
  I follow Huberman's Foundational Fitness week: three lifting days, three cardio days (long, medium, brief) and one rest day. I wanted apps that did exactly what I needed and nothing else, so I built two and released both under GPL-3.0. PlateClimb -- lifting tracker Ships one program: the 12-week Foundational Fitness plan, with every set prescribed (reps, RPE, rest, starting weight) Fast set logging that pre-fills last session's weights Rest timer, warm-up ramps, kg or lb with plate-sized steps Two swaps per exercise, photos, and a link to a free form video Offline-first, no account, no server Source: https://github.com/likwiid/plateclimb BaseMile -- heart rate running app Pairs with any Bluetooth heart rate chest strap

or arm band You set a ceiling and floor HR. When you cross either boundary the app says so out loud -- "heart rate high, slow down" / "back in zone" Voice cues use the phone's TTS engine, so they work offline and over any headphones GPS run tracking, and the run track still draws with no signal Source: https://github.com/likwiid/basemile Both are React Native / Expo, run entirely on-device, and collect zero data. Built them because every app I tried either paywalled the features I actually needed or required creating an account to log a single workout. Happy to answer questions about the stack or the licence choice (went with GPL over MIT so forks stay open). submitted by /u/Gabi0123 [link] [comments]

- I built and open-sourced StatusDrop to solve WhatsApp's blurry Status video compression problem (2026/10/18 03:57)
  Hey everyone! I built StatusDrop (WAstatus) because WhatsApp aggressively compresses Status videos, often making even high-quality uploads look blurry. StatusDrop processes videos with FFmpeg, optimizes them for WhatsApp Status, splits longer videos, and delivers the finished clips through WhatsApp. What's new: - Android app: Built with Flutter/Kotlin. Video compression happens locally on your phone. - Web version: Cloud-based FFmpeg processing. - Video quality: 1080p (29-second clips) or 720p (59-second clips). - No account required: Uses a temporary activation code for WhatsApp delivery. Tech stack: Flutter, Kotlin, Node.js, Express, FFmpeg, Cloudflare R2, Azure and Baileys. The HD posting workflow was developed through real-device testing. Results can vary with WhatsApp updates. Delivery uses the unofficial Baileys library, which also carries account restriction risks. - GitHub: https://github.com/Shamanthnp1/WAstatus The project is licensed under GNU AGPL-3.0-or-later. I'm a solo developer and would appreciate code reviews, suggestions, or contributions. Feedback is welcome! submitted by /u/Shoddy_Feed_4248 [link] [comments]
- Note-taking program with good typing and stylus support? (2026/10/17 11:41)
  Hello, I've been searching for a note-taking app that has a good typing experience, like a document editor, but also lets me draw on the page with a drawing tablet (because I prefer to type but can't be bothered to learn how to type every mathematical symbol like ∀ or Greek letter). Every FOSS note-taking program I've come across is either a glorified Markdown editor and thus lacks the ability to just draw on pages (some allow you to embed hand-drawn images, but that's a clunky workaround), or it goes all in on drawing and only has clunky typing support, like only allowing you to insert text boxes somewhere. I've also tried LibreOffice, but the drawing tool there is very bad. I hope someone can suggest a program or plugin. submitted by /u/Mobile-Device3263 [link] [comments]
- KDE: The Documentary — The Story of Free Software Underdogs (2026/10/17 10:13)
  submitted by /u/Wootery [link] [comments]
- I built a macOS app that turns YouTube videos into readable transcripts and PDFs. No cloud, no API keys (2026/10/16 12:52)
  Hey everyone, I made YtToPdf, a native macOS app that takes a YouTube link and gives you a clean, readable transcript you can export as a PDF, TXT, Markdown or SRT. GitHub: https://github.com/MarinoBaric/YtToPdf **How it works** - Uses the video's own captions when they exist (manual first, auto second) and cleans them up into real sentences and paragraphs. No more repeated rolling-caption fragments or [Music] tags. - If a video has no captions, it downloads just the audio and transcribes it locally with whisper.cpp. - Everything runs on your Mac. No account, no analytics, no API keys, no subscription. **Things I'm proud of** - PDF export with an editorial layout, clickable timestamps and page headers. - A "Speech Fingerprint" on every PDF: a pattern generated from when words are spoken across the video, so no two documents look the same. - Searchable history, so you can reopen old transcripts instantly. **Tech:** Swift 6, SwiftUI with Liquid Glass, SwiftData, Core Text for the PDF layout, plus yt-dlp, FFmpeg and whisper.cpp under the hood. Heads up: it's source-only for now (not notarized), so you build it yourself with Xcode. It needs macOS 27 and an Apple silicon Mac. There's an install script that makes it pretty quick. **I'd really like your feedback:** - Would

you actually use something like this? What for? - Anything you'd add or change, in the app or the PDF design? - Is building from source a dealbreaker, or is it fine for a tool like this? MIT licensed, issues and PRs welcome. Thanks for checking it out! submitted by /u/marincolars123 [link] [comments]

- Looking for Free Movie Subtitle Sources for an Early-Stage Project (2026/10/13 08:23)
  Hi everyone! I'm working on an early-stage project that will need movie and TV-show subtitles, and I'm researching reliable sources before moving forward. I'm looking for free subtitle sources or APIs that developers can use, ideally with: \- A large collection of movie and TV-show subtitles across multiple languages. \- Search by movie title, year, or IMDb/TMDB ID. \- API access, if available. \- Clear terms that permit use within an app. \- Free usage limits suitable for a small project. I'm not looking to bypass restrictions or misuse anyone's service. I want to understand which sources are genuinely available for permitted use. Which sources or APIs would you recommend, and are there any licensing restrictions developers should know about? Thanks for your help! submitted by /u/FranzKafka22-6 [link] [comments]
- Contributing to open source and guaranteeing safety (2026/10/08 03:14)
  How can I contribute to open source projects when I don't fully trust the code in the project? Are there standard approaches? Do people usually just download the project to their local laptops? submitted by /u/ihateyou103 [link] [comments]
- Oryx 1.2.1 released: Fast cross-platform Markdown editor and viewer (2026/10/06 19:49)
  Oryx is a (very) fast, keyboard-first Markdown editor and reader. It also edits code and opens EPUB ebooks and CBZ comics. Instead of relying on webviews, Oryx uses a custom vector rendering pipeline: so now browser and no electron. It draws typography, code highlighting, and math directly to the screen. The workflow is modal and built for keyboard-driven navigation. It stays fast and lightweight on memory, even with heavy files. It doesn't rely on GPU acceleration and is optimized to run smoothly on virtually any (older) hardware. Version 1.2.1 brings tighter rendering passes, stability fixes, and small UI polishes based on community feedback. On the roadmap for v1.3.0 focus mode, multi-pdf export and more stability on big files. Please share your comments and if you find Oryx useful, please star it on GitHub so it can reach other. Thanks! Code & Downloads: GitHub: https://github.com/wmahfoudh/oryx Codeberg: https://codeberg.org/wmahfoudh/oryxOryx submitted by /u/chlankboot [link] [comments]
- [Removed by Reddit] (2026/10/06 10:23)
  [Removed by Reddit on account of violating the content policy.] submitted by /u/Feeling-Tower4924 [link] [comments]
- Rule 7 Updated - Software Submissions Beware (2026/07/02 14:22)
  Morning all, Due to language which caused confusion amongst reporters, posters and commenters. I've revised Rule 7 to be a bit more specific in what is and isn't allowed. Essentially what it boils down to is this: Did AI explain a code snippet to you? Allowed. Did AI write code for you? Not allowed. This subreddit does NOT allow software created by Generative AI and Vibe-coded software. Why? Please read our wiki page (https://www.reddit.com/r/freesoftware/wiki/generative-ai) Allowed: - Write documentation - Debug software (Analysis/Explanation Only) - Analyze codebase Not Allowed: - AI Assistance beyond what is mentioned above - All or part of the application being generated by AI submitted by /u/happyxpenguin [link] [comments]

From:
https://wiki.tromjaro.alexio.tf/ - **TROMjaro wiki**

Permanent link:
https://wiki.tromjaro.alexio.tf/doku.php?id=news:reddit:freesoftware&rev=1584393223

Last update: **2021/10/30 11:38**