

GNOME on Reddit

- [Anyone else getting this error on Fractal's flatpak?](#) (2026/01/29 22:43)
submitted by /u/Ambitious-Papaya3293 [link] [comments]
- [personalizacion enfocada en quitar distracciones](#) (2026/01/29 22:21)
<https://preview.redd.it/ou3dpvne5dgg1.png?width=1366&format=png&auto=webp&s=fbb490fc2926c57aa4f10d11ac3fdc3d6497a309> submitted by /u/IsHyperactive_ [link] [comments]
- [Why are some title bars miniscule and some absolutely gigantic?](#) (2026/01/29 20:57)
The title bar in Firefox and librewolf are massive while vencords so small its hard to hit the close and minimize button. Is this an issue that can be fixed? submitted by /u/True_Freedom739 [link] [comments]
- [Remote mouse issue](#) (2026/01/29 16:29)
Hi, I'm trying to figure out the root cause of a problem I'm experiencing, the issue I'm having is that since the update to mutter 49.3 when I remote to my PC (usually through sunshine) my mouse is no longer working, well the movement part, scroll and clicks are being registered, but no movement. If I change the mode of the mouse (swapping between relative and absolute) the mouse works however now I'm not able to use the mouse for camera movements in games. Initially I was debugging sunshine, but I hadn't installed any updates for that in 6 months, I spun up a fresh OS install only to confirm the problem was the same on another distribution (opensuse tumbleweed and fedora bazzite). The issue must be the client then, but I tested from both other PCs and OS and mobile, still no camera movement. I noticed that mutter was updated just around the time the issue appeared, but I honestly have no idea how to verify if the issue originates from that update. How can I properly verify the issue? I have 0 issues on the PC itself, it's only when I remote into it all of the sudden, Ive tried multiple applications only to confirm the exact same problem (RDP, ruskdesk, sunshine, steam remote play) submitted by /u/rollyjoger85 [link] [comments]
- [Nautilus is too slow. Anyway to speed it up?](#) (2026/01/29 15:08)
As in the video, each navigation takes around 2-3 seconds. I've tried Nemo and Dolphin and they as fast as I expect them to be. The problem seems to be only on Nautilus. I'm only sticking to Nautilus because I'm used to its UI. The distro is Debian, living on Samsung 990 PRO NVMe M.2 SSD. submitted by /u/iAhMedZz [link] [comments]
- [How to cooe with inability to use Gnome at work?](#) (2026/01/29 14:27)
I work for a big company that only supports Windows and MacOS. I chose Mac to have the *nix-like capabilities, especially in regards to developer tools as I'm a software engineer. As someone who uses Linux (Fedora/Bazzite) and Gnome on all my personal PCs, it just grates on my nerves having to deal with the terrible (IMO) design and UX of MacOS. Anyone else in a similar position? Any tips or tricks to keep my sanity or, better yet, convince my company to allow RHEL? submitted by /u/morewordsfaster [link] [comments]
- [What do you think of this setup ?](#) (2026/01/29 14:23)
submitted by /u/Spiritual_Sun_4856 [link] [comments]
- [how do i report bugs for GDM/login?](#) (2026/01/29 12:54)

Hi, Ive read <https://wiki.gnome.org/GettingInTouch/BugReportingGuidelines> and created an account in gitlab, but my issue is actually finding the project for the login/gdm. Its a pretty painful process to log a bug for something simple, which much make it pretty inhibitive for first time loggers... but anyway; my bug is just that pluggin in headphone (wired) while on the gdm means your mouse disappears visually, but you can just get mouseover effects with an invisible cursor. Im guessing thats GDM, but its being a real pain to find that 'create ticket' button or even search for existing bugs edit: here <https://gitlab.gnome.org/GNOME/gdm/-/issues> thanks guys. submitted by /u/guidedhand [link] [comments]

- [Am I the only annoyed because of this?](#) (2026/01/29 12:19)

So I'm mainly a trackpad user and this thing has always annoyed me. The way to reproduce it is very easy: Go into overview move Do the three finger gesture to come back from overview mode, and drag your finger all the way down until the shell doesn't move any further Release your fingers in this state. The panel should directly change from grey (Overview background color) into black (panel background color), it does it without any animation, this doesn't happen when using the Meta key or when you simply "throw your fingers" instead of dragging the whole thing (I tend to drag the whole thing as it just feels more natural to me). In case it is not obvious what is happening, let me explain each image: This is how it works right now: When going into overview the Shell widget that represents the virtual workspace takes your wallpaper and rounds it but it only renders if from the wallpaper, no mayor problem unless you are trackpad user, if you swipe down slowly there's a moment when you can't swipe further and the panel is not rendered, but also your wallpaper isn't, it just renders a chunk from the Overview which looks and feels horrible. I'm using a transparent panel just you can see the effect at play, it looks terrible not only when using a trackpad but also when using the Meta key. How it should look, the only way to reproduce this effect today is by having your panel auto-hide with and extension, but the effect is just so much better. Same thing with a semi-transparent panel where it is much more noticeable. If anyone can guide me into making a proper report to the Gnome devs, I'd be thankful, as this thing simply kills me every single time, it's one of those small annoyances that shouldn't be an annoyance, it ticks my brain in all the wrong ways. EDIT: Since a lot of people don't seem to understand what the problem is, I decided to record the finger gesture to showcase it. Find them in Gitlab Issue #8997. submitted by /u/pakovm [link] [comments]

- [How can I customize login screen?](#) (2026/01/29 12:04)

I'm on Debian 13 with Gnome 48.7. P.S.: Are there any options except GDMSettings? submitted by /u/Interesting_Air3283 [link] [comments]

- [how to adjust external monitor's brightness?](#) (2026/01/29 11:49)

hi, i am new to linux. and i prefer gnome. my laptop has a small screen. so i had to buy a monitor for being productive. but in gnome i found no option to change brightness for external monitor. i checked few old reddit posts. those recommended plugins dont work. can anyone suggest some way that works today? submitted by /u/Royal-Wind7299 [link] [comments]

- [Why there are 2 different login screens and how to customize each one?](#) (2026/01/29 10:03)

One of them (the first image) appears after log out/restart, and the second one (the second image) appears after you unlock your pc after the first login screen, then suspend and wake up the pc. Why are there 2 different login screens, and how to customize each one? (I'm on Debian 13 with Gnome 48.7). Edit: Can I make UNLOCK screen (second image) to appear instantly after boot instead of LOGIN screen (first image)? submitted by /u/Interesting_Air3283 [link] [comments]

- [default corners radius size?](#) (2026/01/29 08:48)

i am using rounded window corners reborn extension, by default it usage 12px radius but it dont match with libadwaita apps, i want to know exact radius of libadwaita apps corners. submitted by /u/DayInfinite8322 [link] [comments]

- [Geometry Dash frameskips on GNOME Wayland but not KDE Wayland \(Arch Linux, NVIDIA\)](#) (2026/01/29 07:07)
Problem: Severe FPS drops and frame-skipping in Geometry Dash on Arch Linux with GNOME Wayland. Game runs perfectly on KDE Wayland. Using Proton Experimental. System: OS: Arch Linux Kernel: 6.18.6-arch1-1 DE: GNOME 49.0 (Mutter on Wayland) GPU: NVIDIA GTX 1050 Mobile (NVIDIA proprietary drivers) CPU: Intel i7-7700HQ Game: Geometry Dash (Steam, Proton) What I've tried: Confirmed issue is specific to GNOME Wayland (KDE Wayland works fine) Tried Proton Experimental and several stable versions GameMode enabled Verified NVIDIA GPU is active via nvidia-smi Observations: Framerate counter shows drops from 60 to ~40 FPS Visual stuttering and frame skipping makes game unplayable Occurs in both fullscreen and windowed modes No such issues on KDE Plasma Wayland session Question: Is this a known Mutter/NVIDIA/XWayland issue? Are there specific compositor settings or environment variables that could fix frame pacing in GNOME? submitted by /u/Usamabeis [link] [comments]
- [I made DailyDriver - a visual keyboard shortcut manager with preset profiles](#) (2026/01/29 01:54)
<https://preview.redd.it/8bcpkcd227gg1.png?width=1541&format=png&auto=webp&s=a46debcc1aceff93923549c97034a178d9b40b09> I built a GTK4/libadwaita app to manage GNOME keyboard shortcuts without diving into Settings or dconf. What it does: - Apply preset profiles in one click (Hyprland-style, GNOME+Tiling, Vanilla GNOME) - Visual keyboard showing your shortcuts - Cheat sheet popup (Alt+Super+/) for quick reference - "Clean slate" mode - presets disable ALL shortcuts first, then apply only what's defined - Automatically detects Apple and PC keyboards, adjusts maps accordingly Why I made it: I find managing keymaps in the Settings UI is impossible. I wanted a way to see everything at a glance. Also wanted to easily switch between different shortcut schemes. Install (alpha): flatpak install dailydriver-0.1.0-alpha.flatpak GitHub: <https://github.com/gregfelice/dailydriver> Feedback welcome - this is alpha software. Looking for testers on GNOME 45/46/47. submitted by /u/grokgov1969 [link] [comments]
- [Gnome google search extension - alpha release](#) (2026/01/29 01:36)
Working on a extension to add google search to the activities overview, it's still not packaged as so but you can give what I have so far a shot below :). <https://github.com/quiquevr/gnome-google-search-provider/> submitted by /u/EntrepreneurNew448 [link] [comments]
- [Alpaca 9 is Out!](#) (2026/01/29 01:24)
Hi everyone, Alpaca's dev here. Alpaca 9 brings brand new functionality like an integrated Ollama Manager that will replace the problematic Flatpak extensions. Also, support for Character Cards has been added directly into the models, making Alpaca an ideal place to have role-play scenarios with local AI models! To learn more please check out the update's discussion page. Thanks and happy 2026! submitted by /u/jeffrysamuer [link] [comments]
- [Advice on Swapping / saving sessions](#) (2026/01/29 01:19)
I use my computer for work stuff, personal projects, games, and the like. When I'm done with work, I don't need all my work-related browser tabs and apps and whatnot open. But I do want to pick up where I left off tomorrow. What are your setups/workflows for managing/separating multiple projects that require multiple apps/desktops? Right now my solution is "Just use more virtual desktops." But I don't really like this solution since there's no separation between my "work" desktops and my "projects" desktops. So when I do something like open the Files app, I might be brought to a different "area" that is still using a file app. Then I need to take the extra steps to open a new window, and then bring it back to the workspace where I need it. In practice, I usually just take it down and rebuild the state myself when I switch projects. In most cases, this is fine and takes like 5-20 seconds tops. But it's more annoying when I have 15 browser tabs that I want to save. I actually really liked PaperWM's

solution where it distinguishes between horizontal and vertical desktops, where I can scroll horizontally to access apps in the same project, and vertically to get to different areas. I'm just not a huge fan of the infinite horizontal scroll, if there's a better solution. I feel like the most complete solution is to create separate user accounts for different uses/projects, then I can use CTRL+ALT+F# to switch between the different accounts/projects. But I have a few apps that I want to use regardless of project. (music, specific Firefox extensions, etc.) Plus setting up another user for a new project seems unsustainable. (I could maybe just log into my main account more than once, but something about that seems dangerous to me, especially if I'm running the same app on two different instances, but that look at the same config/cache files or whatever.)
submitted by /u/Emerald_Pick [link] [comments]

- [A slight customization](#) (2026/01/29 00:14)

submitted by /u/juaaanwjwn344 [link] [comments]

- [VMware does not switch to dark mode, despite dark mode being enabled.](#) (2026/01/28 23:39)

Anyone know how I can set dark mode? Edit: solved. just install this: <https://github.com/lassekongo83/adw-gtk3> submitted by /u/breadsgood [link] [comments]

- [Someone here asked for a VRR Refresh Rate Monitor for GNOME, so I built it.](#) (2026/01/28 21:37)

A while back, I saw a comment on one of the Linux subs asking for an extension to monitor VRR (Variable Refresh Rate) frames. I thought it was a great idea, so I decided to build it. (To the person who asked: I'm so sorry I lost your comment! If you see this, please say hi so I can credit you.) What it does: It provides a live readout of your current refresh rate directly in the top panel. It's simple, lightweight, and helps verify if VRR is working correctly in your games/apps. Links: <https://extensions.gnome.org/extension/9225/vrr-refresh-rate-monitor/>
<https://github.com/OptimoSupreme/VRR-Refresh-Rate-Monitor-Gnome-Extension> Please feel free to submit a GitHub issue with any bugs or feature requests. I'd love to hear what you think! submitted by /u/debacle_enjoyer [link] [comments]

- [How difficult would it be to hypothetically program a simple extension as someone with barely any experience?](#) (2026/01/28 19:54)

If nobody's going to make this shit, I might as well try. I'm looking to make an extension that attempts to recreate classic GNOME's "system" applet and put it on the top panel. If you're unfamiliar, the system applet is basically a group of nesting shortcuts that can take you to specific settings pages in addition to logging off, restarting and shutting down. I know absolutely dick about programming GNOME extensions but I'm willing to learn, and to my walnut-sized brain I don't think it would be impossible. It seems like I would just to create a simple menu with items that when clicked, either act as shortcuts to other menus. Would this be some herculean task? submitted by /u/ScootSchloingo [link] [comments]

- [Help test a new command-line shell for GNOME!](#) (2026/01/28 17:14)

Telepipe is an app designed to make the command-line actually work like text should. It is designed especially for anyone who uses pipes to process text. Telepipe isn't a terminal and isn't meant to replace one, as such many command-line workflows depend silently on the terminal and as such will not work in Telepipe. This is where help is needed: to document such issues and discover good workarounds. If you regularly use the command-line, consider trying out Telepipe and letting me know what could use improvement. More information can be found in my blog post introducing Telepipe, and source code with build instructions can be found at the app's GitHub repository. Let me know how it goes! If all goes well, hopefully I can release Telepipe sooner rather than later. submitted by /u/vtrlx [link] [comments]

- [This Week in Gnome - #228 Midnight Edition](#) (2025/12/13 10:41)

submitted by /u/devolute [link] [comments]

- [GNOME Fundraiser Update - 800 FoG Milestone Reached!](#) (2025/12/09 08:28)

After a week, we've reached 800 Friends of GNOME! We've still have a ways to go so please help us reach our goal. It's challenging, but let's see if we can reach it! We believe in all of you! :) Thanks all of you who have contributed! We're lucky to have you. You can donate at <https://donate.gnome.org/> submitted by /u/blackcain [link] [comments]

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