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- ~~CUT~~: red strikethrough — cut (comment carries cut id + rationale)
 - ~~MOVE~~: blue highlight — move → [dest] (marker at destination)
 - ~~TIGHTEN~~: orange highlight — dead air / false starts inside a kept passage
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 - ~~PROTECTED~~: green highlight — protected: the load-bearing rough moment and why it stays
 - plain text: keep as-is
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[00:00:00] ~~VENN — There we go.~~

[00:00:03] ~~VENN — All right, Joe, let's, uh,~~

[00:00:05] ~~JILL — Okay,~~

[00:00:06] ~~VENN — do one of them shows since we're here anyway. We might as well, just, uh, as we find ourselves. Yeah, he's like, sit down, have a chat, show broke out, you know.~~

[00:00:10] ~~JILL — yeah, do the show thing.~~

[00:00:22] ~~VENN — In 3, 2, 1. Hey, what's going on, beautiful people? Welcome back to another Linux Weekly Daily Wednesdays where we're going to sit back, relax, take that midweek break, talk about some of some of the fun things going on in the world of Linux and open source. And I'm going to wiggle back and forwards in my chair like I do, and I'm going to try to sit up straight. That's right, that's right.~~

[00:00:39] JILL — Ben's in his groove.

[00:00:42] VENN — I'm trying to not shrimp. I catch myself when I'm sitting, I'm like, you know, you get like that and you're like, yeah, it's the precious. You get hunched over like, this is ridiculous, and you gotta like jerk yourself back up, put your shoulders back. Yes, there is a video version of the show you can watch for free every week at linwdw. Right here on YouTube, 3 PM. Come say hi. Or if you're one of our patrons, you can get the video version of not just this, but the entire thing in the extended chaos edition. But this week we're going to be talking about the Ladybird browser because they are like, hey man, we're tired of AI. I'll tell you what they did about it. Proton Drive. It's like Google Drive, but Jill's going to tell you why it's better. Spoilers. And, uh, what else do we got? Oh yeah. If you want to hipster up your video, man, you want to add those old VHS effects and all that fun wiggly scratchy stuff, I'll show you an easy way to do it. Ran across a really cool project this week. And of course, kernel 7.1 has

[00:01:14] JILL — Yeah.

[00:01:25] JILL — Mm-hmm.

[00:01:33] JILL — Yeah, that's cool.

[00:01:46] VENN — pretty good performance gains if you happen to have bought one of those Intel Arc B580s. But first, What's up? What's new? I want to tell everybody about something I just ran into before the show. I hacked up a little bit of a solution. Maybe you didn't know about it. This is something that you can run into. I use— I try to use Firefox as my primary web browser on the desktop anyway, and I always use it on mobile. Mobile's actually gotten usable. For a long time it was bad. Like, why don't you use it on mobile? Because it was bad. That was why. It's very usable, but on the desktop— now, I don't know about you, Jill, but I know you remember back in the day we used to have like a little search section over on the right-hand side, right? You did a little search. Oh, I'll do it. I never used it. I went to Google and I did the search. Now you can just search right in the, uh, bar. Been doing that For a decade plus, right? We don't think about it. And, you know, Firefox defaults to Google, and I tend to default to Google. I— why? Because that was what the default is. Google search is atrocious now. We all know this. AI overview videos, uh, people also ask, and all the other stuff that is not your search results, not what you're looking for.

[00:02:14] JILL — Yeah.

[00:02:17] JILL — Mm-hmm. Yeah.

[00:02:37] JILL — Yeah, yeah.

[00:02:48] JILL — Yes.

[00:02:59] JILL — It's AI, yes.

[00:03:14] VENN — There's a, there's a little bit of a button that's hidden that gets rid of all that, everybody. Um, it's called WebView. Oh, if you got like a regular search result— I, I did this for an example. I'm like, tell me about ARM single board computers, right? And you know, we got the AI overview over on the right. It's got like 6 other sites with like tangentially related stuff. And if you scroll down a bit, it would just be like, people also ask, and like maybe at the very bottom you might have 1 or 2 websites, right? Then you go to page 2. It used to be the joke that if you do, if you're on page 2 of the Google search trying to, you know, win an argument you've already lost, you know, now you basically got to go to page 2. But what if it just looked like that? There's your same search. Yeah, it was like, oh look, here's just all the websites with, uh, related information on it, nothing else. Well, you can access that by going up to Tools. Actually, you go up to the More on the top bar and go to Web View, which is just going to give you the old-fashioned web view. Well, I got tired of doing that every single time. Yeah, because I, I'm here for research, man, and I'm, I'm doing the Google, I'm using Kagi. I will even occasionally check out Bing because why? I check multiple sources because I know somebody who's like, well, you could just— I trust me, I know about the other search engines, I use them. This is for my Google searches. Well, in Firefox, if you want to get a little bit crafty about it and

you don't feel bad about going over to about:config and hacking in a little URL modifier and creating a custom search engine and about preferences, you can do this. And I made a little post. If you want to find it, go over to the forums on Interfacing Linux. It's under, uh, the general. I just posted it. Look on the right side where the dropdown is, you'll find the post. And made a new default search engine using that modifier. So when I do a search, it will just automatically give me that view. And I'm like, yes! So when I use Google or anything else, there you go, it'll be done. Kind of brilliant. Very happy. Yeah,

[00:03:27] JILL — Yeah.

[00:04:07] JILL — Yeah, like it used to.

[00:04:22] JILL — Yeah,

[00:04:30] JILL — yeah.

[00:05:19] JILL — Nice.

[00:05:34] JILL — That's awesome. That's a nice shortcut. It's been such a pain in the arse to— yeah.

[00:05:38] VENN — angry gets stuff done. And I'm just—

[00:05:43] VENN — I hate it because I, you know, it's there, right? And like, Google knows that that's what you're looking— they won't give you an option to, uh, That's something I, I put over on the Mastodons. I'm like, if you can't disable it, it's not a feature. You know what I'm saying? Yeah. Oh, uh, it—

[00:05:59] JILL — Yeah, and it's so awesome with Firefox you can make your own custom search tools. Yeah.

[00:06:05] VENN — yeah, you can just— it's like equals 14. I had to look that up and I'm like, is there a way to like— what is the, uh, little wiggly bit there at the end of the URL? And not much to it, not much to it. Uh, really glad I ran across it. But Jill, we got a Discord. And the reason I bring up we got a Discord is because occasionally Jill will be like, I'm playing a video game, here's a bunch of pictures from it.

[00:06:27] JILL — Yeah, I've been enjoying getting back. Well, I've, I've always been playing Genshin, but this week that's all I've been pretty much playing every day, uh, and I love it. I've been doing a lot of side quests because I've taken care of a lot of the main stories, so now I'm doing side quests and, and Jeez, uh, picking up, uh, dandelion seeds for some of the natives because, because they want them, and just simple things. But that's been, that's, that's been fun. There's so many different levels to the game because it is a wonderful open-world exploration game, so you can play it however you want. You can do the battles or you can just

explore, and I like a little bit of a little bit of, uh, battles, a little bit of exploring, and story mode too. So I do it all. Yeah.

[00:07:19] VENN — Yeah,

[00:07:22] VENN — that's the right way to do it. Oh, you know, I finished the Darksiders game this week. I did it. It was very depressing. Not, not, not finishing the game, but realizing it took me 23 hours and a little over 2 months.

[00:07:26] JILL — Oh, you did? Wow. Yeah.

[00:07:37] JILL — Wow.

[00:07:38] VENN — So I immediately, in my head, I didn't even get a chance to fight back. I'm like, you, you get to game like 10 hours a month. And I'm like, that's pretty bad. I'm like, yeah, but, uh, fun game, highly recommend it. You can get Darksiders if you're looking. It's not really as open world as Infinity Nikki or Genshin or anything like that. Really great game in the Darksiders series, great puzzles in it. I've already talked about it on previous episodes. But Jill, it made me remember that, well, I never finished Darksiders 3. I got to a point and I just kind of fell off of it. I'm like— and I was still filled. You ever get that way and you're like, you know, you got like the next game in the series and you just finished the game? Like, I'm gonna jump. I did that with Metro and I'm like, oh, I finished the first Metro and I already got the second one. Yeah, let's just go right into it. It's same day, just back to back. I downloaded it again, I got back into it, and I got What are my controls? Okay, I got this figured out. I kind of remembered where I was because I was about 3/4 of the way, and I started playing it again, and like, boy, did it hit me hard. I'm like, this is not Darksiders, man. There's a reason people did not like that game. And I really didn't know better because I'd only played the first one. And like, I admittedly, I quit playing it again. I'm like, I ain't got time for this because it's very weird. The first Darksiders are very much, uh, you know, like action combat brawler with puzzles. Darksiders 3 tried to be kind of that but also kind of Dark Souls, but it didn't do either very good. And I'm like, this doesn't feel right. And the performance was really bad with it. You go back and watch all the reviews, they're not being hateful towards it. It just— it was a very different game from the first 2. But, uh, there we go. There's our game coverage. Also, they're getting rid of Steam, um, gift cards. But if you want a discussion on that, you'll have to go listen to the extended Chaos Edition because we already covered it. Let's go ahead and jump into it. Ladybird, we talked about it. It's the future. Talking about browsers, that this is going to be the browser a lot of the open source community will be running, whether or not you've ever heard of it, in the future. Why? Because it is the browser It is not the anything else. It's not sponsored by Google. Um,

[00:07:54] JILL — Nice.

[00:08:11] JILL — Oh yeah, yeah.

[00:08:25] JILL — Oh.

[00:09:06] JILL — Oh, I see. Hmm. Hmm.

[00:09:19] JILL — Hmm.

[00:09:31] JILL — Yes.

[00:09:39] JILL — Yay.

[00:09:44] JILL — Mm-hmm.

[00:09:56] VENN — an amazing project and something I really hope succeeds. Built from the ground up, whole new engine, and I'm a big champion of it. Cloudflare, you know, a bunch of companies have gotten behind this and like, we want to see this. Do you know what I discovered, Joe? I compiled Ladybird, uh, You know, I like to check in on it every couple of months, so I checked out the GitHub and I built it, and I'm like, where's that? Where's that? And, um, I actually wrote a little guide for anybody who wants to build it over on Interfacing Linux in the forums. But you remember how much trouble I had finding my — this plugin? Can you guys, uh, see my little dot there that lets me scroll? You can see it now, that little white thing right there in the middle. Yeah, they — this plugin I relied on, and it was a Google Chrome plugin, and Google was like, you got to update your apps every X amount of months or we're going to delist it because they're broken now all of a sudden. And the developer never went back and updated. I'm like, I've lost my auto scroller forever. And I finally found one that worked the same again. Dude, this is built into Ladybird.

[00:10:05] JILL — Yeah,

[00:10:12] JILL — what van?

[00:10:39] JILL — Oh yeah, yeah.

[00:10:43] JILL — Yes.

[00:11:05] JILL — Yeah, isn't that cool? Awesome.

[00:11:06] VENN — Built in, no plugins, no nothing. By the way, like Ladybird's got ad blocking, all that built into it. This — I just happened to middle-click, this guy popped up automatically, and I'm like, you gotta be kidding me. Why are we talking about this? Well, Ladybird is gearing up to become production ready, a real browser for real users. They're, they're getting their pinky toe into that water. Now So one of the ways they're going about doing that is no more pull requests from randos. You want to submit your code to the Ladybird project? Well, you should have did it last week because you're not going to be doing it now. If you want to submit that code, what do you got to do? Well, basically you'd have to find a way to join the core team, which, to quote from the blog post over on Ladybird, right, a substantial patch used used to imply substantial

effort, and that effort was a reasonable proxy for good faith. That assumption no longer holds. Now, what are they really talking about? Well, if you don't follow, welcome to 2026. Talking about what has become known as AI slop. And to some extent, there's no way to argue against, uh, how AI's basically just broken that part of the social contract that we've had in place for a long time. You know, if you saw a big pull request, that meant somebody spent a lot of time working on it. They were thinking about it, they were moving stuff around. Now you see a big pull request, you don't, you don't know who that came from. If somebody was like, you know, they told the Clankatron 9000, they're like, hey, do the thing, and it just wrote out a bunch of nonsense that does work, but they didn't, you know. And they don't want to review that. They don't want to determine What went on? What's going on in there? And I kind of don't blame them. But like it or not, uh, I think this is the right move, and I think you're going to be seeing a lot of other projects doing this in the future. Just as like, we can't review this stuff, this stuff is just too much for us. We want to stick with what we know. And yeah, you might be saying, didn't they — aren't they using AI to help develop this? Absolutely, that was part of the Rust thing. That's different when you're doing it and you're reviewing it versus having to review other people's stuff that might have not been reviewed at all. Like You know, so that's going to be a problem with them. Um, and it's just the reality — a complex pull request. And when I say pull request, that's just you submitting your patch, your code, your feature to the project. That doesn't mean the same thing it did 5 years ago. Now, uh, what's happening is — this is not doom and gloom — this is effectively just, if you're, if you're a GitHub baby and you've only grown up with the GitHub area

[00:11:12] JILL — Yay,

[00:11:15] JILL — that's awesome. Yeah.

[00:12:56] JILL — Yeah.

[00:13:23] JILL — Yeah, yeah.

[00:13:40] JILL — Mm-hmm.

[00:13:51] VENN — They're just going back to how it used to be back in the old, old days, man. Uh, a small insular team that is going to be fantastically difficult to buddy-buddy up to and be like, hey man, would you like to add my feature? I'd like to submit this. And maybe they'll let you join, and maybe they'll let you help out in the project. Uh, it's a very heavy barrier for entry, and The thing is, heavy barrier to entry. Not only does that work, it works quite well. And if you think it doesn't, ask the Blender project, because if you've ever tried to get anything submitted to Blender, they're going to rake you over the coals. That's just how they've rolled forever. And if you don't like it, that's cool. It's still going to be open source. I mean, you can fork it and be like, here's my version with my feature in it. You're free to do that. It's still going to be open source. To me, I get — I do have that thought about it. I'm like, that is one of the downsides, you know. I've definitely had this conversation multiple times. We were talking about it at the end of TrackMania last night at TM2C, shameless plug, Tuesdays and Fridays. But we don't know, we

don't have guide rails for how to work with AI. We just had it dropped on us, especially with the coding stuff 2 years ago. The idea of using an LLM to do code didn't exist. And now we're like, oh, how do we operate? And what, what's the correct order to do this? And how should we, you know, be checking everything? Or should we not be? We, we don't know. And then people are figuring it out on the fly. And projects like this are just like, we don't want to deal with it. We don't want to have to sit there and like figure out like, was this generated or not? And is this person going to be able to understand the old code? And we got questions with it. Are they going to be able to help maintain it? And like They're like, nope, nope, nope, we're— this is what we got, we're going to be working with this. Anything else right now, you know, I guess another way to like look at it is just like a code freeze, but it's not really that. Probably going to see more projects doing this. They're just gonna be like, we don't want to, you know, accept pull requests. Not the first project to do it, won't be the last. A lot of projects— not gonna say a lot of projects, but definitely some projects because I've run across— because you You know, I'm a snoopy person. If I'm on somebody's like GitHub or GitLab, I'll go look at the pull requests. I'm like, what are people trying to get in here? Because that's usually to me a good indication of like what features are missing. And they'll be like, nope, not even available.

[00:13:55] JILL — Yeah.

[00:14:21] JILL — Yeah.

[00:16:21] VENN — So yeah, there you go. Ladybird is going to be changing how they handle that. And it's not doom and gloom. And do I like it? Not a huge fan of it. I wish it didn't have to happen, but it's of those things where like, I get why you're doing it. Um,

[00:16:25] JILL — Yeah,

[00:16:30] JILL — no,

[00:16:36] JILL — yeah, absolutely. Stability is you know, the, the core. And, and again, they've been using AI, you know, on, on Ladybug to develop it, but getting all the— going through all those outside submissions, oh, that'd be— oh, they just don't have time for that. So you understand why they, they decided to go this route.

[00:16:39] VENN — yeah.

[00:17:02] VENN — Ah, he's saying it's the right change for Ladybird. Now we're preparing to ship as a browser to real users, and our development process has to match that responsibility. And that's another thing they're starting to think about, for good or bad. They're like, people are really going to start using this, and we need to like lock down and take inventory and all that. I don't know, whatever you

[00:17:19] JILL — Yeah,

[00:17:23] JILL — and, and it also shows, you know, the— they, they already have such a great team and they're not worried about the desktop being developed and growth because they're at a point when they're just about ready to put out the release. And that's a good sign. That means they're very stable internally. They've got the funding they needed and everything.

[00:17:46] VENN — I think that is a big thing people need to keep in mind, is like, they are funded. You know, they have sponsors for this project, which it would be a different thing if it was just a solo developer like how it originally started, you know. If he was like, yeah, I actually need people to come help out— they're at a part now, point now. And like, I could— I can definitely see it through the lens. I was like, oh, you got big enough, you don't need help anymore, we're just gonna forget about us. And I'm like, yeah, um, but yeah, use whatever browser you want. That's just what's going on with Ladybird, and it what I said a couple of weeks ago, like maybe 2 weeks ago when I was trying it out. It ain't quite ready, uh, to be using it on the desktop just yet. It's, uh, it's got some growing to do, but looking forward to it. Now tell me about Proton Drive. Uh, Proton— I've, I hear Proton, don't they do email?

[00:17:49] JILL — Yeah. Yeah.

[00:17:57] JILL — Yeah.

[00:18:25] JILL — Yeah.

[00:18:34] JILL — Yeah, this is cool because, you know,

[00:18:39] JILL — yes, they do. So Proton actually just finally confirmed they are building a native Proton Drive app for Linux from scratch. Huh, something we haven't seen from Google in over 10 years. So a native Google Drive app would be nice. So Proton just beat them to that. And so they have not dropped an official release date or a beta timeline just yet, but knowing it's actively being worked on is to me a huge win. Proton has rebuilt their core engine using a unified software development kit that runs across Windows, macOS, Android, iOS, and now Linux. And because they are sharing the same foundation, the Linux app won't get treated like an afterthought, and it will get new features and updates at the exact same time as everyone else, just like what Discord did for us Linux users with the updates recently. Yes, that, that is awesome. You don't have to download an update every time, it just updates in the in the, uh, Discord app, which is wonderful. Okay, so also rebuilding the engine, the Proton Drive engine, wasn't just about Linux. It also gave the whole Proton Drive ecosystem a serious speed boost, and this is what I'm interested in. Uploads are up to 3 times faster and downloads are up to 2 times faster. And thanks to hardware acceleration, encrypting your files is now up to 4 times faster. So Proton already has great native Linux support for Proton VPN, ProtonMail, and ProtonPass. So a dedicated Proton Drive app was the last major missing piece for us Linux users. And previously we had to stick to their web version. So I would access, access Proton Drive through the web version like I do with Google Drive. But now there's going to be another alternative. And the free tier still gets you 5 GB of secure cloud storage, and you can always upgrade if you need more room. So for \$3.99 a month, you get 15 GB of storage, and for \$9.99

a month, you get 500 GB of storage. And in classic Proton fashion, the code for the new engine is open source and is up on GitHub. If you want to take a look at it. And yeah, personally, I'm really happy about this because I have a free ProtonMail account. In fact, most people know Proton because of ProtonMail and ProtonVPN. So I have a free account, and I wanted to start using their Drive service more, but the web version is slow for uploads like Google Drive. I think it's actually a little slower than Google Drive is because they've, they've improved Google Drive on the web speed-wise. But now I can just use their faster Linux Proton Drive app to make backups, and I may upgrade to a paid account to get more storage. So that I am looking forward to, having a nice privacy and security-focused Drive app natively on Linux. It's really awesome.

[00:22:06] VENN — That's pretty cool, man.

[00:22:08] JILL — Yeah,

~~[00:22:10] VENN — Now I already see a naysayer. I saw Arthur and, uh, is it Electron? The Electron naysayers. What's it — what's everybody's problem with Electron? I mean, come on, it's cross-platform, it works. Yeah, it uses more memory, but we just go to the store and pick up some extra RAM. It's cheap, it's not a big deal.~~

~~[00:22:20] JILL — yes,~~

~~[00:22:28] JILL — it's cheap. Well, Electron has improved drastically too, so it's, it's more efficient than it used to be. Yeah. Yeah.~~

~~[00:22:32] VENN — Electron is a lazy man's solution to a simple problem. It can die in a fire for all I care.~~

~~[00:22:42] VENN — It's just as bad as Flatpaks.~~

~~[00:22:46] VENN — Oh, fight me. Um, you know, I, I was thinking about like, do I use Google Drive? I have a terabyte or whatever, I don't know, with my Google account, and, uh, I, I have — okay, here's what I use Google Drive for. I actually use 2 of, uh, one of my paid one and like one of my free ones, because, uh, for the websites I have a system that, uh, does a database dump backup plugin and, and it splits them between the 2. Now, you know, as long as like 2 Google accounts don't get canceled in the same day, I'll be all right. I'll be able to recover. And it emails me a local copy. What do I use for like serious stuff though? When you brought up like the web thing and I'm like, uh, it — my Google Drive is, is not even for like Google Drive, it's like for funny internet picture storage. It's turned into my funny internet picture folder that we used to always have back in the day. Yeah, I download stuff like when I'm on a tablet or whatever and I know it's going to be synced or whatever and that counts against my storage. Uh, for like big stuff, I use Relone with R2. For Cloudflare. Like, it's command line, I can just — and it doesn't have a percentage thing on it, which would be nice, but like, it finishes. I'm just like, yeah, I just checked my network and I'm like, did network do anything? All right, it's still working. Um, pretty good to see. Yeah, if you use Proton, that's going to be good. Yeah, no, that's a legitimate question. Is it~~

~~going to be like an actual app? Uh, I think the magic 13 ball would be like, probably gonna be Electron, uh, which is always unfortunate. But you'll know when you open it and it's all sluggish and weird and do it and you're like, yeah, uh huh, it's the modern day version of Java. Oh, there we go.~~

~~[00:23:13] JILL — Oh yeah, yeah, yeah.~~

~~[00:23:39] JILL — Yeah, all the memes.~~

~~[00:23:53] JILL — Oh yeah, yeah,~~

~~[00:24:02] JILL — yeah,~~

~~[00:24:09] JILL — yes.~~

[00:24:20] JILL — Yeah, yeah.

[00:24:33] VENN — Ah, Proton. Yeah, I knew Proton by the email. I didn't even think about the VPN stuff, but I think I've actually like tested— I did test out their VPN thing. Uh, why did I do that? Because they were like, hey, we would like to sponsor you, and, uh, They're like, here's a whatever VPN, go log in with it and try it out. And I'm like, I don't really have a use for VPN, but yeah, I'll try it out. Let me— and I was amazed. Uh, I think it was a Debian package too. And I was like, oh, that's fancy. And I hit it and then like there's this little setup and I'm like, connect to the VPN. And it's like, I've connected. And it had a little system tray. I'm like, look at that. Isn't that mighty fancy for the old Linux desktop? And, uh,

[00:24:48] JILL — Yeah.

[00:25:00] JILL — Yeah, yeah.

[00:25:13] JILL — Well, speaking of which, there are other apps are not Electron. They are, um, they have local packages like .deb and .rpm. So who knows? It may not be Electron.

[00:25:23] VENN — I mean, it could be Electron in an RPM or a Debian package. Like, that's just a package. Yeah, yeah, it's just a package. I can put some Electron in that package. It ain't no problem with them. Uh,

[00:25:26] JILL — This is true. Yeah. Yeah. It could be wrapped. The wrapper. Yeah.

[00:25:35] JILL — Yeah.

[00:25:38] VENN — Mingling Pixels.

[00:25:40] JILL — Yeah. This is a cool one that Ven found.

[00:25:43] VENN — But you got to do it convincing. What am I talking about? You know, the old, uh, analog damage, the VCR scan lines, the wiggles, the static that you would see from an old CRT, you know, from way, way back in the day, and making it look right, making it look convincing. Well, this project is trying to do that. It is called NTSC RS. So if you're looking to hipster up some of your motion pixels, man, you might want to take a peek at it. It's free, it's open source, and the— according to them, according to them, you know, your analog dreams come true. This all looks like the bad old times to me. This is where my anti-nostalgia is just kicking in so hard, man. I'm like, ah, ah, I remember trying to make it not look like this. This is like something was broken, um, you know, you had a bad signal, you had a bad connection. Things were going— you needed to clean the head in the VCR. It was like, but you know, I— people want to like live that. Okay, fine. They're using Algorithms™, that's as much as they say, to model how the NTSC transmissions and the VHS encoding actually worked. It does come in standalone, and what got my attention— 2 things. One, it's real time. Of course it's done in Rust. But you don't have to like render out the effect to get a look at it. No, no, no. You download the app and it's got a bunch of little slider trons over here on the left side. You can play with it like that. That just keeps going, man. There's way more things that I would ever play with, but even the default effect looks pretty convincing. I think I can show you guys what it looks like because one thing I did try it on was da da da da. LWDDW, and this is in the standalone app. The left side is just the default, uh, Mangletron 9000 wavy line saturated blown out colors with the staticky stuff. On the right side over there, it's just the regular video from, uh, an episode of Linux Weekly Daily Wednesdays. And, you know, out of the box it did a reasonably convincing job, uh, but it did a really convincing job of simulating an absolutely positively clapped out CRT, like one that was just about to die, receiving a really bad coax signal using a wet string instead of copper. Like, it, it, like, worst possible scenario. Um, and one thing I do want to bring up, uh, because I went to like export that, I'm like, all right, well, it only uses CPU for the export. There's not a you know, NVIDIA or VAPI for AMD or QuickSync or anything like that for your GPU acceleration. So it's going to take a minute, I'm going to take a minute. But, uh, yeah, it is retro in that sense, you know. Uh, you want to wait a long time and use a lot of power, boy, it's got you covered, don't it? But what got my attention was this picture because it's also available as an OpenFX plugin, which means I can use it in DaVinci Resolve and I'm like, oh, hello. And that's really where my adventure begins over on the Interfacing Linux forums, because it was like, I bet people don't even know that OpenFX plugins work with DaVinci Resolve, you know. And I asked multiple search engines, and I asked 2 different Klinkatrons, and they were like, no, no, sure you do. And I'm like, oh my God, people never figure this out. Um, So yeah, you can download open source plugins and use them with DaVinci Resolve Studio. You can't use them with a free version, uh, and I walk through like, okay, let me make a directory. And it can be very confusing installing them because they're like a dot folder and you gotta copy the folder over there and you would have to make the directory to get to go because it's not even a standard thing. You know, you would think with DaVinci Resolve it'd be /opt/resolve plugins or something. Like, no, no, no, it's looking for them in User OFX Plugins. And so I'll walk you through getting that set up. And I tried it out, it loaded right up, and it went right to like giving you that overblown, like super distorted, blown out colors and very saturated. And it's like, I'm not against it, like, but it's— it really has the what a 20-year-old thinks VHS looked like energy compared to really—

because like, I, I went ahead and, uh, since I was in DaVinci Resolve, I went ahead and, uh, dropped in the, uh, what was it, Analog, uh, yeah, Analog Damage, uh, plugin. And I just created a node with that, and that is with the, uh, Dirty VSR preset, which is a lot more close to maybe what it actually looked like, but you could get there one way or the other. I'm not saying one's better than the other. I'm just saying by like default, if you were going to be lazy about it, uh, and you currently have DaVinci Resolve, I'd probably stick with that. Actually, I, I would play with both of them if I really was trying to get something like crazy convincing, but go try it out. It, uh, I, I love seeing stuff like this. I love projects like this mainly because, um, It— this isn't just for Linux, this is for Mac and Windows. Like, and having this stuff, plugins like this, cross-platform means you can work on collaborative— collaborate with other people on different projects. Like, you know, you don't have to worry about like, well, I'm doing this, and I'm like, oh, you're doing this on DaVinci Resolve? I'm like, yeah. I'm like, okay, here's a plugin, we're going to be using that, and we can have everything in the same timeline and work back and forth. And we don't have to worry about like, well, I'm doing it with this plugin into this one. I'm like, well, that's not available on Linux, so let me try to find, you know, fill in alternative open source project. This, this is just going to work everywhere. How many times have we had the conversation of, um, hey look, this program is now available for Linux and it's official, and people are like, well, it's a dumb program, why would people use that? There's a better open source alternative. Doesn't matter, doesn't matter. Somebody's coming from Windows, they're going to be looking for the program program. That's what they're going to want. Now you got to keep that in mind. You got to keep in mind the new users, man. But yeah, I got a little guide up there if you want to go play with it. You can download it, uh, easy. It's got a command line version if you want to tango with that nightmare, or, uh, if you want to cook up your own eldritch, like, horror, you can do it. Yeah,

[00:26:04] JILL — Yeah.

[00:26:28] JILL — Yeah.

[00:27:14] JILL — Mm-hmm.

[00:27:31] JILL — Yay!

[00:28:08] JILL — Uh, yeah.

[00:28:35] JILL — Yeah, like the good old days.

[00:28:40] JILL — Yeah.

[00:28:47] JILL — Yeah.

[00:29:00] JILL — Nice.

[00:29:21] JILL — People don't— yeah.

[00:30:45] JILL — Yeah.

[00:31:07] JILL — Yeah, it's wonderful. Mm-hmm.

[00:32:02] JILL — Yeah,

[00:32:20] JILL — eldritch horror. Yeah.

~~[00:32:23] VENN — it's there, man. Just chmod it +x. Boom. Get it done. There you go. Uh, NTSC-RS, named like a real open source project, very difficult to find, and you'll never remember it. Oh, uh,~~

~~[00:32:37] JILL — Yeah, yeah, that's kind of true of most plugins~~

~~[00:32:43] JILL — and effects engines. They're always — yeah, just, yeah, just in general. But even in~~

~~[00:32:44] VENN — or open source projects in general. Wow, here we are in 2026. If you would have told me back like in the '90s that the GIMP was still going to be named the GIMP,~~

~~[00:32:53] JILL — Yeah, yeah, I know.~~

~~[00:32:58] VENN — Because we, we used to make fun of that back in the '90s, like, because I, I wouldn't even tell people about it, man. I wouldn't. I really wouldn't. They're like, yeah, what do you use on Linux? I'm like, I don't want to have to say the word GIMP and explain that to people. Uh, yeah, the GNU Image Manipulation, uh, the — and hope they didn't put that together, but Here we are, what do you use? Like, oh yeah, I used the GIMP. Because they're like, well, because it wasn't an accident, you know. They sit around like they were, they were being edgy and funny back in the day. Like, that's, that's a different one for a different time. All right, Jill, tell us about the Arc Intel B580 Boostatron with Linux 7.1.~~

~~[00:33:01] JILL — Yeah,~~

~~[00:33:12] JILL — I used to just say the whole name, Graphics Image Manipulation Program. Yeah,~~

~~[00:33:23] JILL — yeah.~~

[00:33:44] JILL — Yeah, so Intel unfortunately will no longer be making consumer gaming GPUs. Uh, we're having that issue with all the major players across the board.

[00:33:54] VENN — But they didn't say they're going to quit making them. They're currently— you're talking about discrete GPUs, one,

[00:33:59] JILL — Yeah, discrete. Yeah, I meant, yeah, yeah, discrete GPUs. Uh, not the prosumer. Yeah, this, this is true. They said Said, uh, the next gen. Yeah,

[00:34:01] VENN — and they said for this generation, so for Battlemage and

[00:34:11] VENN — Celestial, is we're already seeing those in iGPU format as they roll out, I think, last week at Computex.

[00:34:18] JILL — yeah, this is true. So, nor are they going to make an upgraded GPU for my beloved Intel Arc A770 16GB I am running right now in my podcasting rig, and I have run since it came out several years ago. So if you're, you are eyeing buying Intel's Arc B580 12GB desktop card like me before the prices go up, then you are in for a treat. The upcoming Linux 7.1 kernel is bringing a massive performance leap compared to the current Linux 7.0. And this testing comes to us by the wonderful Michael Larabelle at Phoronix. And so all this extra power comes from major fine-tuning under the hood in the open-source Linux graphics drivers. There was a massive driver bottleneck which was resolved by enabling features like direct submission within the new ExeKernel space. This minimizes software traffic jams and drastically reduces hardware latency. Alongside the core kernel updates, the open-source Mesa graphic drivers, which handle OpenGL and Vulkan, have been heavily optimized to communicate more efficiently with the new kernel. The update directly impacts the Proton Steam Play environment, resolving stuttering issues. And I know people with, with Arc B580s that have lots of stuttering issues and graphical glitches in heavy titles like Counter-Strike 2 and Cyberpunk 2077. And beyond gaming, the update patches performance regressions in OpenCL and oneAPI workloads, translating to massive speedups in rendering software like Blender and compute frameworks. So this is really great news because I, I was a little worried that Intel was, was going to kind of stop, you know, updating drivers for the card, and people were just going to have to live with all those stutters. It's one of the reasons why I didn't get a B580, was because all the stuttering issues. Because with my Intel Arc A770, I've had no issues with stuttering. So this was really great to see that, that, that has been fixed in the latest Linux kernel.

[00:36:53] VENN — Yeah, the stuttering is a good thing when it comes to like the raw performance at, you know, like 1440. A lot of these are just within the margin of error, so you need to keep that in mind. And one of the big performance boosts we're seeing is with Hitman 3 going from 90 to 102. But a lot of this stuff is like, uh, like Dirt Rally, like we're going from 106 to 109. Oh yeah, like it's still good, but like we're not like, um, really crushing anything here. Like Gravity Mark's going from, you know, 97 to 99, and again, that's at a consumer UHD, aka fake 4K, um, 27 to 28. Uh, people get mad when you remind them of that. Uh, Quake II— hey, Quake III! I mean, Quake II RTX, so mind you, going from 12 to 19. So that's good. It goes from unplayable to still unplayable but faster.

[00:37:14] JILL — Yeah, yeah.

[00:37:19] JILL — Mm-hmm.

[00:37:32] JILL — Yeah.

[00:37:46] JILL — Yeah.

[00:37:51] VENN — 19 FPS, man, like, geez. I think we've all played around with Quake II RTX. We've cut that on and we're like, wow, this is, this is horrible. Looks pretty though. And of course your Llama CPPs are— yeah, there's a little bit better, a little bit better. Ish. Uh, hey, like I said, it's an improvement. It's an improvement. I just don't want anybody to like rush out, be like, I'm wiping my system to find a new thing with 7.1 immediately. I'm like, yeah, no, no, hold off, wait, chill out, and, uh, you'll come around to it. Uh, that's cool. Yeah, it's unfortunate. Like I said, you know, we are getting the, uh, what was it, Crescent Island AI GPU Computex. So that is, you know, the next generation, but we're not going to be getting, uh, any discrete GPUs this generation from Intel. They're all going to be, you know, APUs. I'm still going to call anything that's inside of a CPU with a graphic— it's APU, all right?

[00:38:05] JILL — Mm-hmm.

[00:38:10] JILL — Ish.

[00:38:30] JILL — Yeah.

[00:38:52] JILL — Yeah, yes.

[00:38:54] VENN — Um, so yeah, we're not going to be seeing any, uh, Battlemage like 770s or anything like that. Um, yeah, that's unfortunate, but you know, AMD's like, we're not making any, and Intel's like, we just do what we want, we don't care, whatever. Um, this is just not a great time right now. It's not a great time for anybody. So hopefully what we got will continue to get a little bit better, because, uh, not, not much in the way of the old options these days unless you're like, yeah, sure, \$1,100 for a mid-range graphic card sounds great. If that's you, man, More power to you. More power to you. Uh,

[00:39:00] JILL — yeah.

[00:39:13] JILL — Yeah.

[00:39:20] JILL — Absolutely.

[00:39:37] VENN — that, that's a hard sell, dude. That's a hard sell. At least I'm finally starting to see some of the, um, larger, uh, TechTube channels, the mainstream, you know, tech, general tech, they're starting to be like— because it's their business is like showing off hardware, uh, they're like, uh, they're, they're People aren't buying anything. I'm like, no, people ain't buying anything. People ain't got money right now, dude. Like, people are not, you know, yeah, you might go to the PC Master Race subreddit and every day somebody's buying like a brand new,

you know, 5070 and stuff like that. That, that's 1 out of 300 million people in North America, homie. Like that, that's most people are not running out buying new hardware right now. Why? Because it's priced incredibly high.

[00:39:55] JILL — Yeah, yeah,

[00:40:17] JILL — yeah.

[00:40:24] JILL — Premium. Yeah, it's high-end. It's workstation-level pricing right now. Yeah,

[00:40:27] VENN — Well, it's just everything we're seeing, um, across the board, man. Everything's gone up. I was, uh, having a discussion with — and it's not all done equally either, like new production, doing new production run versus existing stock, things that were made, uh, have put products — have like — I'll probably talk about it because I'm getting ready to record a new episode of EntPod, the Interfacing Linux Podcast. I'll be talking about it a bit more in depth. Is I ran into a weird situation, uh, this week. Yeah, earlier this week, that'd have been like Monday, where a company's coming out with a product and they're working on it and they've got their price point and everything together and like, here's our — what we got. And it is actually gaming related. Um, and I look at it, not the physical thing, but like the specs and all that, and I'm like, okay, no one's gonna buy this. Why? Because the alternative to it is like 20 times better and it's like \$2 more.

[00:40:32] JILL — yeah.

[00:40:53] JILL — Oh, okay.

[00:41:31] VENN — And the problem is, is, you know, 2 years ago this product would have been like one quarter of the price to produce.

[00:41:41] VENN — So that's the problem. It's still a neat project, it's just, you know, over double the price that it should have been. And like, that's putting, uh, new things coming under the market at problem with like things that already had production runs. And like, they're just sitting on inventory and they can sell them at, you know, the old-time price. That's good. Good old cows don't like some weird problems, man. Already, already is. But I'm never gonna — I — listen, man, like, I've been window shopping my entire life, you know what I mean? Like, I'll look at the new shiny stuff still. I'm like, ooh, that'll look nice. Might not ever get it, but hey, whatever. Why? Because like most of you, I love technology and that's never going to change. All right, beautiful people, that's going to wrap us up. I want to thank everybody for joining in. And we even had people — I had like 2 or 3 chat messages

[00:42:05] JILL — Yeah, it already is.

[00:42:25] JILL — Yeah.

[00:42:34] VENN — during the show, which is uncalled for. It's actually an unprecedented amount. Normally You might get one because everybody just peaces out when we actually start the show. They'll all wake back up when we get done. So come find out a bit more and come witness that in the Extended Chaos Edition that you can get by becoming one of our lovely Patreons, patreon.com/lwdw.

[00:42:36] JILL — Oh

[00:42:47] JILL — yeah.

[00:42:59] VENN — Get this show, get a custom RSS feed just for the Extended Chaos, video versions of this show and video versions of the pre-show, post-show, and podcast. Additions as a thank you for helping us out. And no, we will not be reading any ads. This has not been brought to you by anyone but you. And if you're making this show possible, well, you're gonna have to imagine if you're listening because I'm about to roll the credits and it'll have your name in there as another thank you. And of course, come swing by our Discord as well. You'll be able to find a link to it in the show notes [there at linuxgamecast.com](https://thereatlinuxgamecast.com) or in the Podcast description. There we go. Are we good? Did I do all the things right? I think maybe. We'll find out. It's too late, the bouncy music's already kicked in.

[00:43:08] JILL — Yeah.

[00:43:40] JILL — Yes.

[00:43:46] JILL — And now we get to thank our beautiful patrons in chat and, uh,

[00:43:56] JILL — everywhere, like Arthurin12345, Scott, Techman, Jason, Renee, Steven, Minus9, Romeo SV, Atomic Arse, George.

[00:44:06] VENN — Had a shortlist this week.

[00:44:08] JILL — Yeah.

[00:44:11] JILL — It was different.

[00:44:12] VENN — What was different?

[00:44:16] JILL — Well, uh, I, I read— I, I started reading it from the other side this time.

[00:44:21] VENN — I didn't know what was going on. You got stunlocked. I'm like, what's going on? All right, beautiful people, have a great rest of your week. Of course, I will be back on Friday for Rounds in RPG at EM2C over here on YouTube. Linux-loving miscreants getting together to play the bestest action role-playing car adventure game. It's weird. You get— just come watch, come say hi, and, uh, swing by Interfacing Linux if you got some stuff you want to get into.

Plenty of fun projects over there, a lot of great stuff to learn, at least according to all the AI scrapers that are trying to take my site down on a daily basis. All right, bye everybody!

[00:44:24] JILL — Yeah.

[00:44:46] JILL — Yeah,

[00:44:57] JILL — uh, yeah. Bye everyone, thank you for watching and listening.