

# **Herramientas en GNU/Linux para estudiantes universitarios**

## **El Escritorio KDE**

**David Vaquero Santiago**

**Herramientas en GNU/Linux para estudiantes universitarios: El Escritorio KDE**  
por David Vaquero Santiago

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# Capítulo 1. El Escritorio KDE

Bienvenidos a esta documentación sobre el escritorio de KDE. Espero que os sea grata y que os ayude a utilizar mejor los ordenadores con GNU/Linux.

## 1.1. La Historia de KDE.

KDE (Kommon Desktop Environment) Es el resultado de muchos años de desarrollo. Desde octubre de 1996 cuando se fundó el primer grupo de trabajo de KDE, se ha recorrido un largo camino, hasta la actualidad que disponemos de uno de los mejores escritorios disponibles para GNU/Linux.

Veamos ahora cual era la situación del entorno gráfico Xwindows:

- No había ningún tipo de protocolo de "arrastrar y soltar" (Drag & Drop).
- No había una manera gráfica de configuración del sistema.
- No había ningún sistema común de ayuda.
- No había ninguna infraestructura de creación de aplicaciones.
- No había transparencia de red en el nivel de aplicación.
- La comunicación y autorización entre aplicaciones gráficas era extremadamente difícil y tediosa.
- No había ningún escritorio atractivo a la vista.
- Las aplicaciones no eran visualmente consistentes.
- No había ningún sistema estándar de menús y barras de herramientas.
- No había un método sencillo de internacionalización de las aplicaciones.

## 1.2.

Muchas cosas se han mejorado desde entonces. Y se podría decir que hemos llegado a un punto, en el cual, KDE está a la altura o incluso por encima de los escritorios comerciales.

¿Qué incluye KDE? ¿A qué se ha dedicado tanto tiempo de desarrollo? Aquí tenemos una lista completa de lo que hay dentro del proyecto KDE:

- Arts: El servidor de sonido y sintonizador en tiempo real analógico.
- KDE-Libs: Varias bibliotecas de desarrollo.
- KDE-Base: Los componentes básicos de KDE (gestor de ventanas, escritorio, panel, gestor de ficheros).
- KDE-Network: KMail, KNode, KNewsticker, Kppp, ...
- KDE-Pim: KAddressbook, KOrganizer, KPilot, ...
- KDE-Graphics: Aplicaciones gráficas como KDVI, KGhostview, KPaint, KFax, ...
- KDE-Multimedia: Noatun, KMidi, KSCD, ...

- KDE-Utilities: KEdit, KCalc, KHexEdit, KNotes, ...
- KDE-Edu: Programas relacionados con la educación.
- KDE-Games: KAsteroids, KPat, KTetris, ...
- KDE-Toys: Divertimentos para el escritorio.
- KDE-Addons: Ampliaciones para Konqueror, Kate, Kicker and Noatun.
- KDE-Artwork: Fondos de escritorio, salvapantallas, estilos, iconos y decoraciones de ventanas.
- KDE-Admin: Varias aplicaciones que ayudan a la administración de equipos.
- KDE-SDK: Herramientas y macros que ayudan al desarrollo de aplicaciones KDE.
- KOffice: Suite ofimática integrada.
- Kdevelop: Entorno de desarrollo integrado de aplicaciones.
- Quanta: Entorno de desarrollo de proyectos web.

# Capítulo 2.

## 2.1. El escritorio KDE.

Una vez explicada la estructura de KDE pasemos a ver como se maneja el escritorio.

Aqui podemos ver una captura del escritorio de KDE:

Figura 2-1. El escritorio KDE



Aqui se pueden distinguir las principales partes que componen el escritorio:

- El Panel.
- El fondo de escritorio.

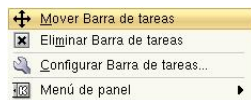
- Los iconos de acceso directo.

El panel esta compuesto de los siguientes elementos:

- La barra de tareas.
- Los iconos de acceso directo.
- La bandeja de sistema.
- El reloj.

Este panel podemos personalizarlo y colocarlo donde queramos. Incluso crear nuevos paneles. Simplemente pulsando el boton derecho sobre el panel o sobre cada uno de los componentes se puede mover o añadir nuevos elementos. En la siguiente captura puede ver el menu que se despliega el menu de configuracion de cada componente del panel. En este caso el de la barra de tareas:

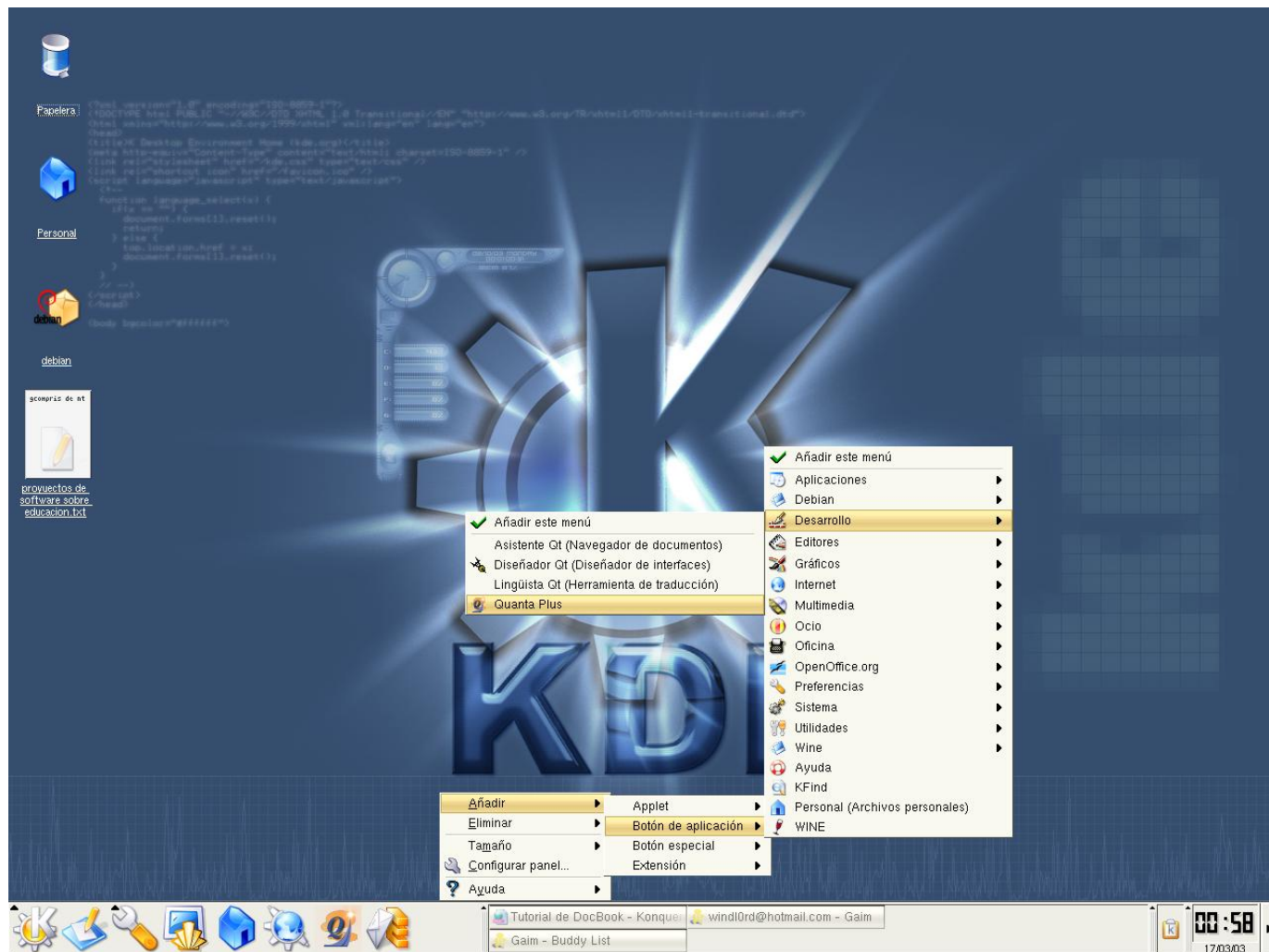
**Figura 2-2. Como mover los componentes del panel.**



En esta otra se puede ver como añadir un boton de aplicacion a la barra de accesos directos:



Figura 2-3. Como colocar una nueva aplicacion en el panel.



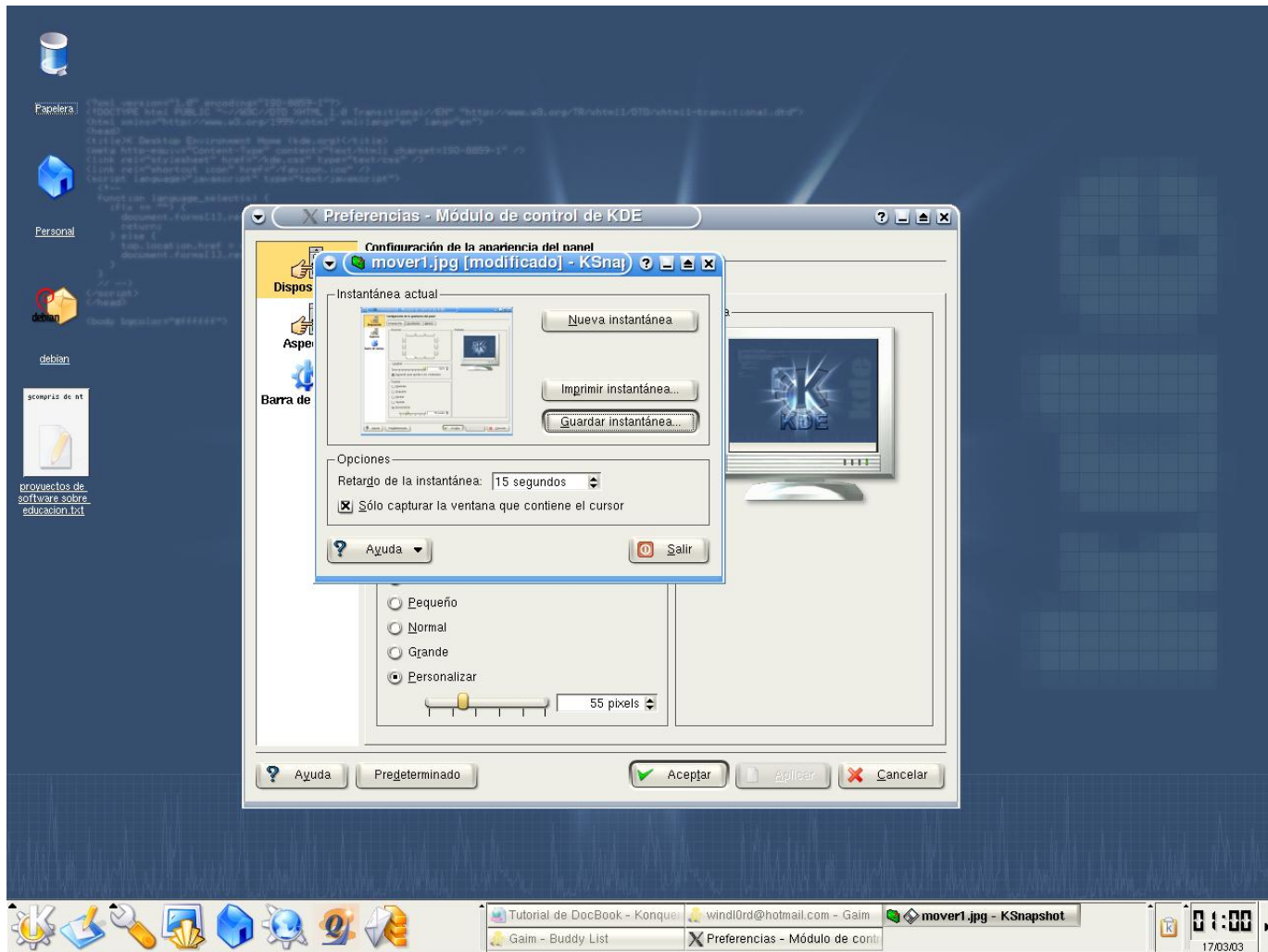
En esta otra se puede ver como añadir nuevos elementos al panel:

Figura 2-4. Como añadir componentes nuevos en el panel



Aquí se puede ver el módulo de control de KDE para el panel:

Figura 2-5. El componente del panel de control sobre el panel.



# Capítulo 3. Konqueror: La herramienta polivalente.

## 3.1. Dos modos de funcionamiento.

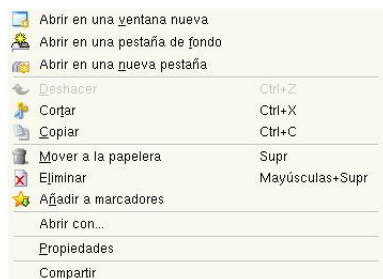
Lo primero que tenemos que saber de Konqueror es que es una herramienta dual, es decir, que tiene dos propósitos:

- Gestor de ficheros.
- Navegador web.

Como gestor de ficheros, konqueror es una herramienta eficiente y flexible. Nos permite copiar y mover ficheros, crear y renombrar carpetas, crear nuevos tipos distintos de ficheros, visualizar distintos tipo de ficheros, en general, se puede realizar todas aquellas operaciones que se pueden hacer en otras herramientas de gestión de ficheros. Incluso algunas mejoras que no se encuentran en otras herramientas.

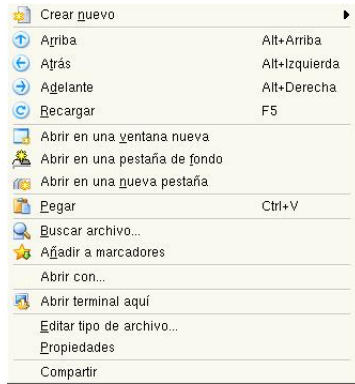
La manera de copiar y mover ficheros es muy sencilla. Se seleccionan los ficheros, con el raton por ejemplo, luego pulsando el boton derecho sobre la seleccion para que salga el menu contextual. Como el que se puede en la figura. Donde se elige la operacion a realizar sobre aquellos elementos. Como el típico copiar, cortar, pegar y sus combinaciones de teclas asociadas: Control+C, Control+X y Control+V, respectivamente.

**Figura 3-1. Menu desplegable sobre algun fichero pulsando el boton derecho.**



La creación de nuevos ficheros y carpetas se realiza a través del menú contextual del botón derecho, pero esta vez sin tener el cursor sobre un fichero o un directorio. Como se puede ver en las capturas siguientes:

**Figura 3-2. Menu desplegable al pulsar el boton derecho sobre otro punto de konqueror.**



**Figura 3-3. Menu desplegable sobre los nuevos ficheros o directorios.**

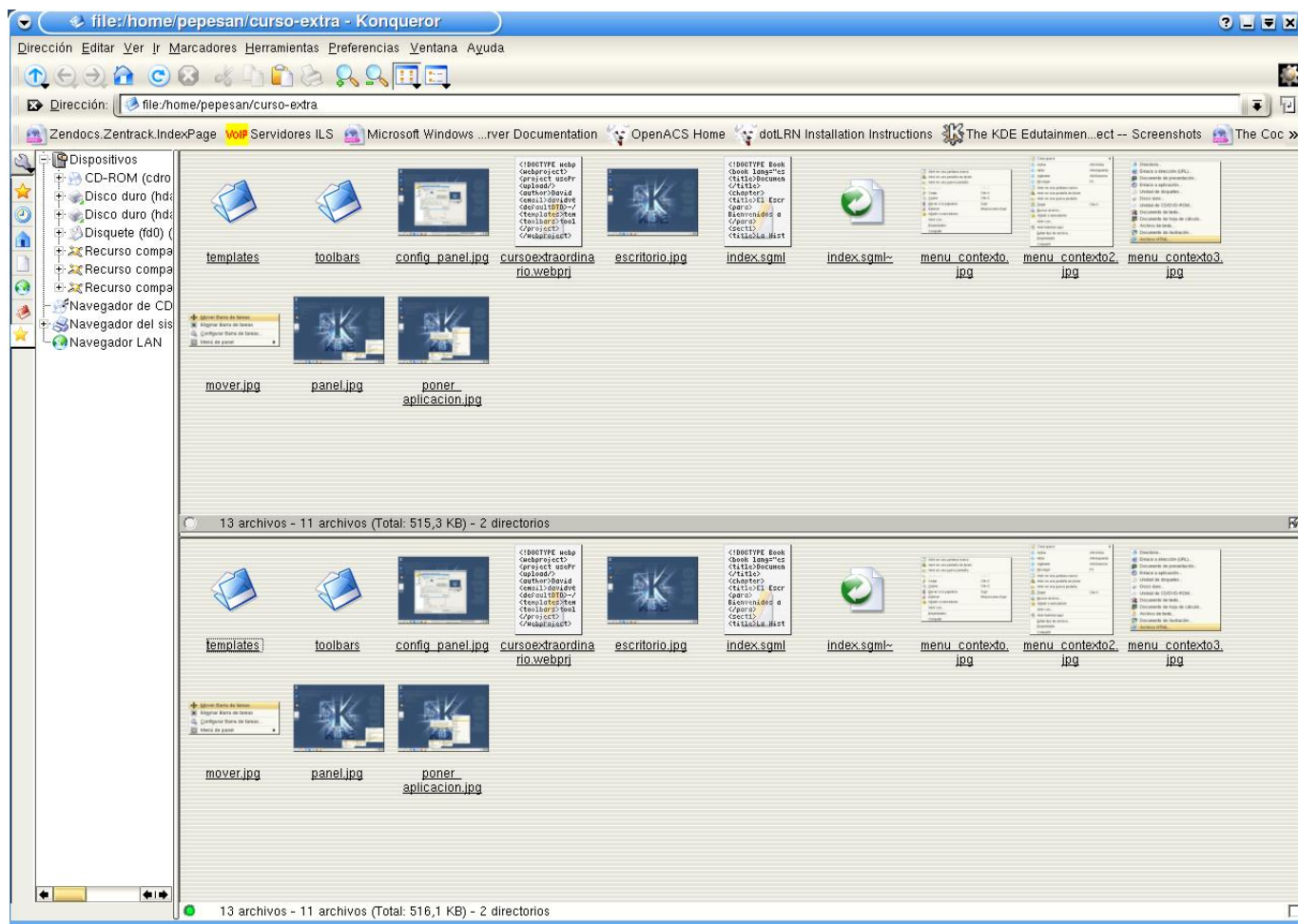


## 3.2. Novedades respecto a otros gestores de ficheros.

Dentro de las novedades respecto a otros gestores, se podría destacar las siguientes:

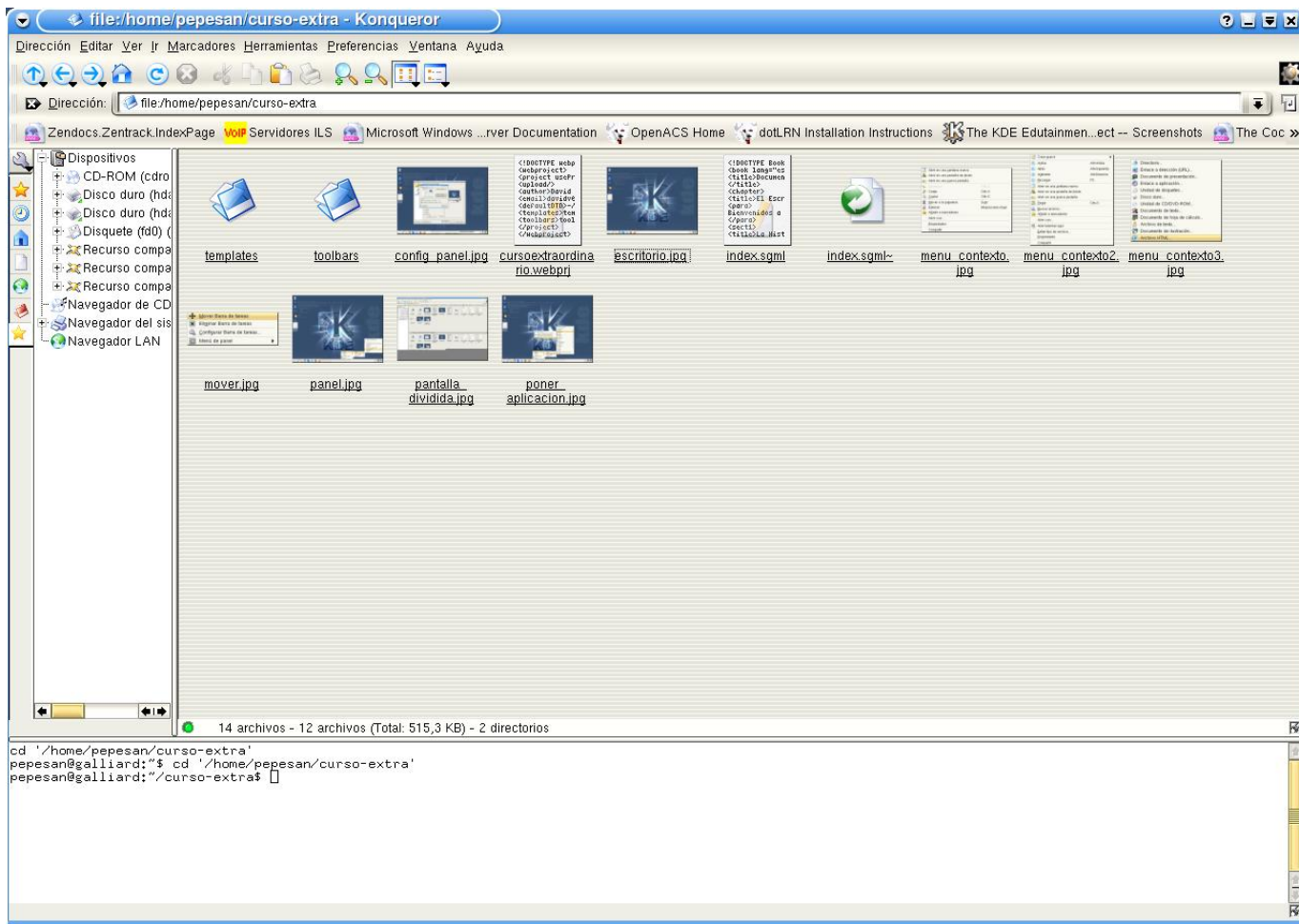
- División de la pantalla en varias partes. Dentro del menú Ventana hay dos opciones, Dividir vista izquierda/derecha o Dividir vista arriba/abajo. Lo que permite en un determinado momento, duplicar el numero de vistas, para poder copiar o mover los archivos de una manera mas cómoda a la acostumbrada.

Figura 3-4. Ejemplo de utilización de la pantalla dividida



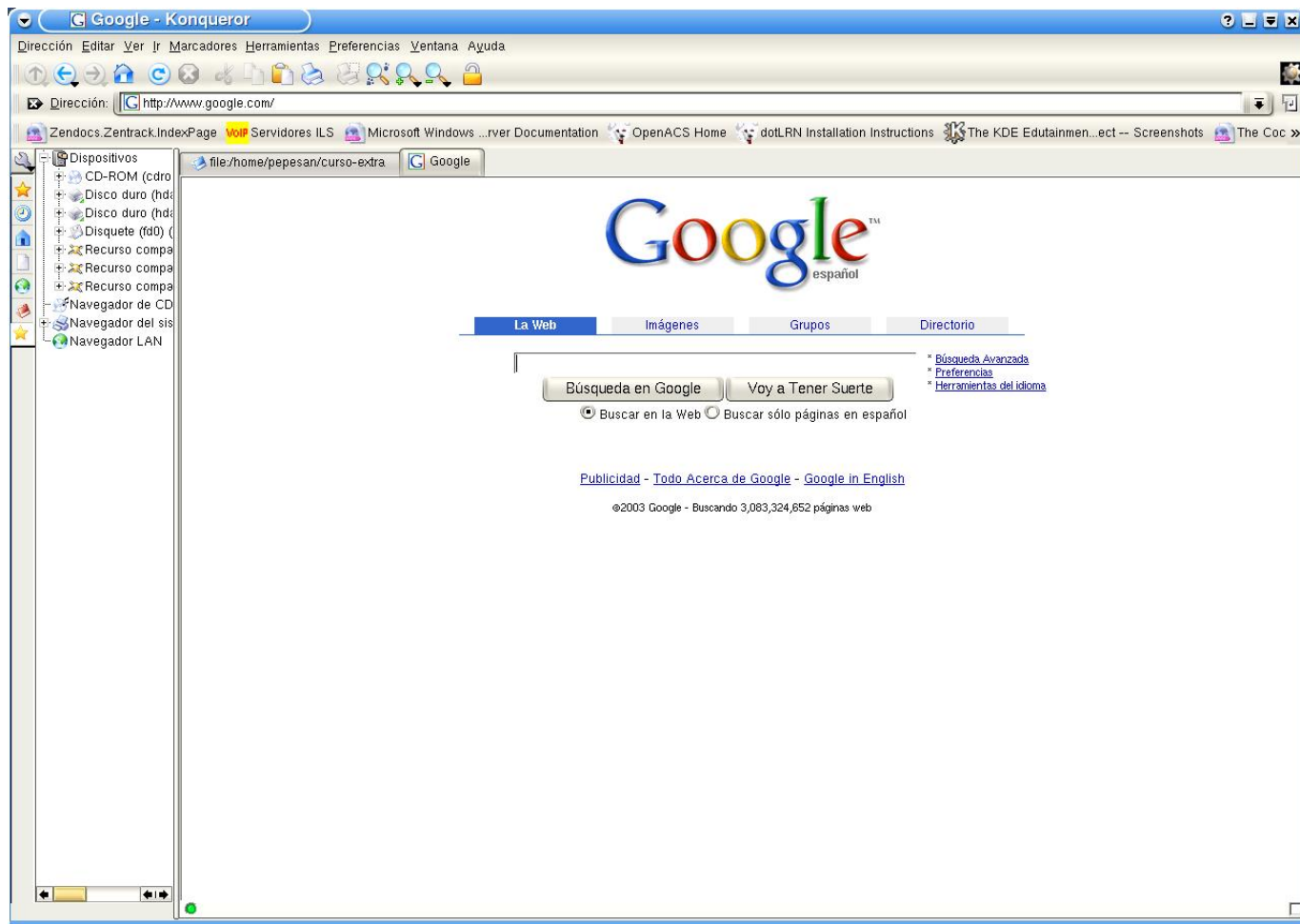
- Posibilidad de tener una consola integrada: lo que permite tener una facilidad de manejo de archivos o ejecución de programas.

Figura 3-5. Konqueror con una consola integrada.



- Soporte de pestañas. Esta funcionalidad da una versatilidad y facilidad de uso, no conocidas antes en otros gestores de ficheros.

Figura 3-6. Konqueror con varias pestañas abiertas.



- Visualizador de ficheros. para poder ver el contenido de los ficheros de formato conocido, bien en la misma ventana mediante una previsualización o entrando dentro del fichero para ver su contenido completo.



Figura 3-7. Konqueror previsualizando algunas imágenes y ficheros.

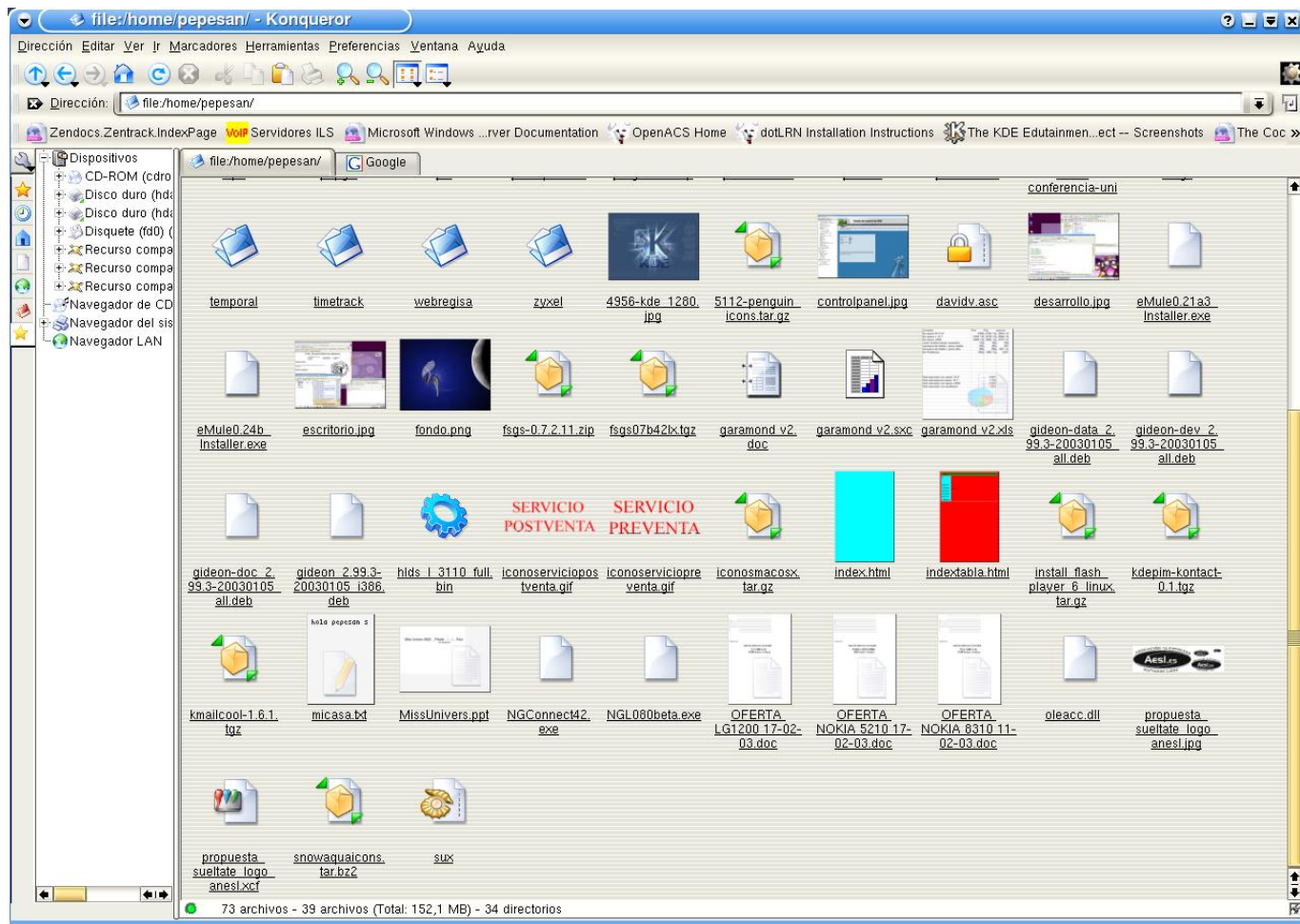
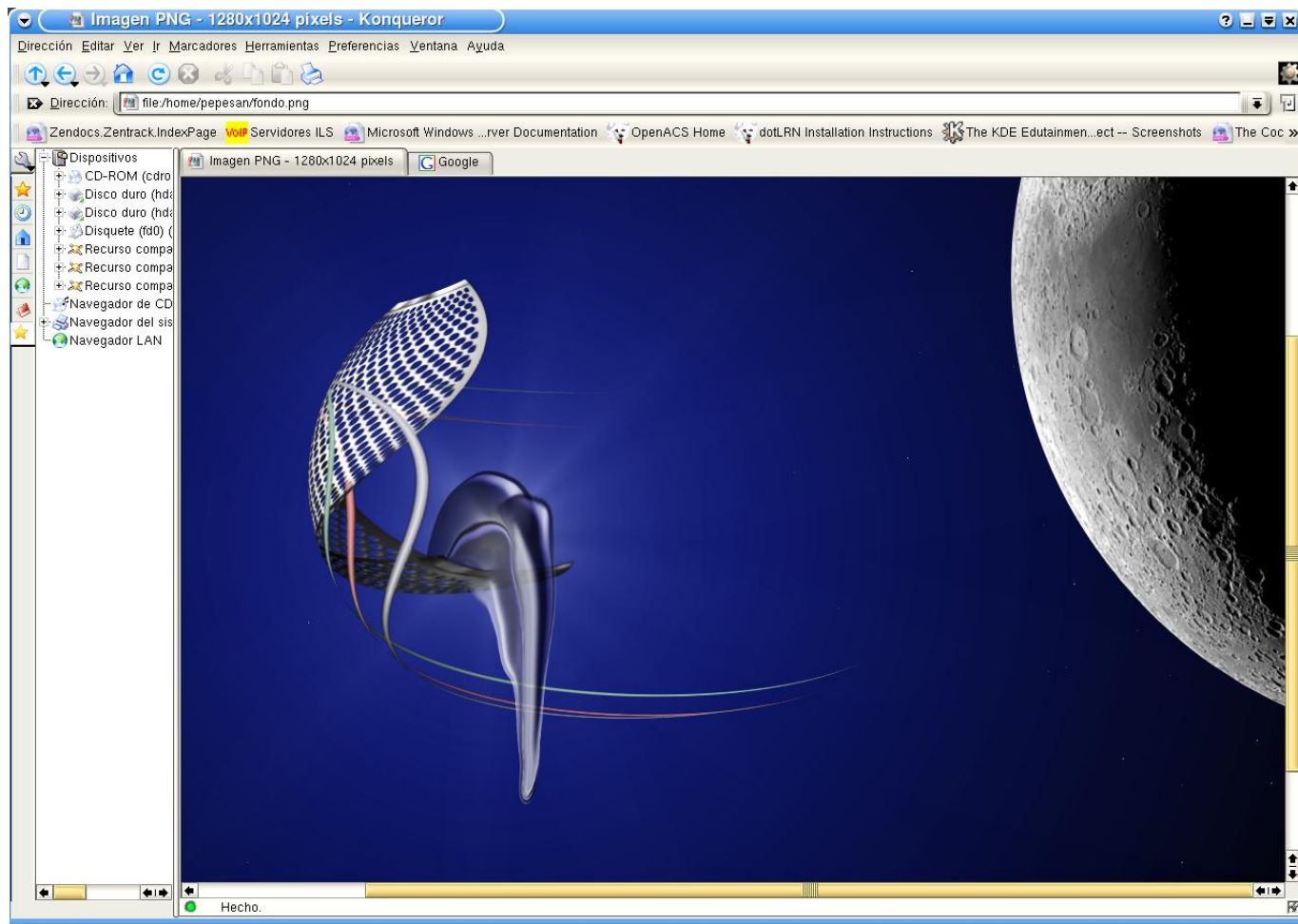
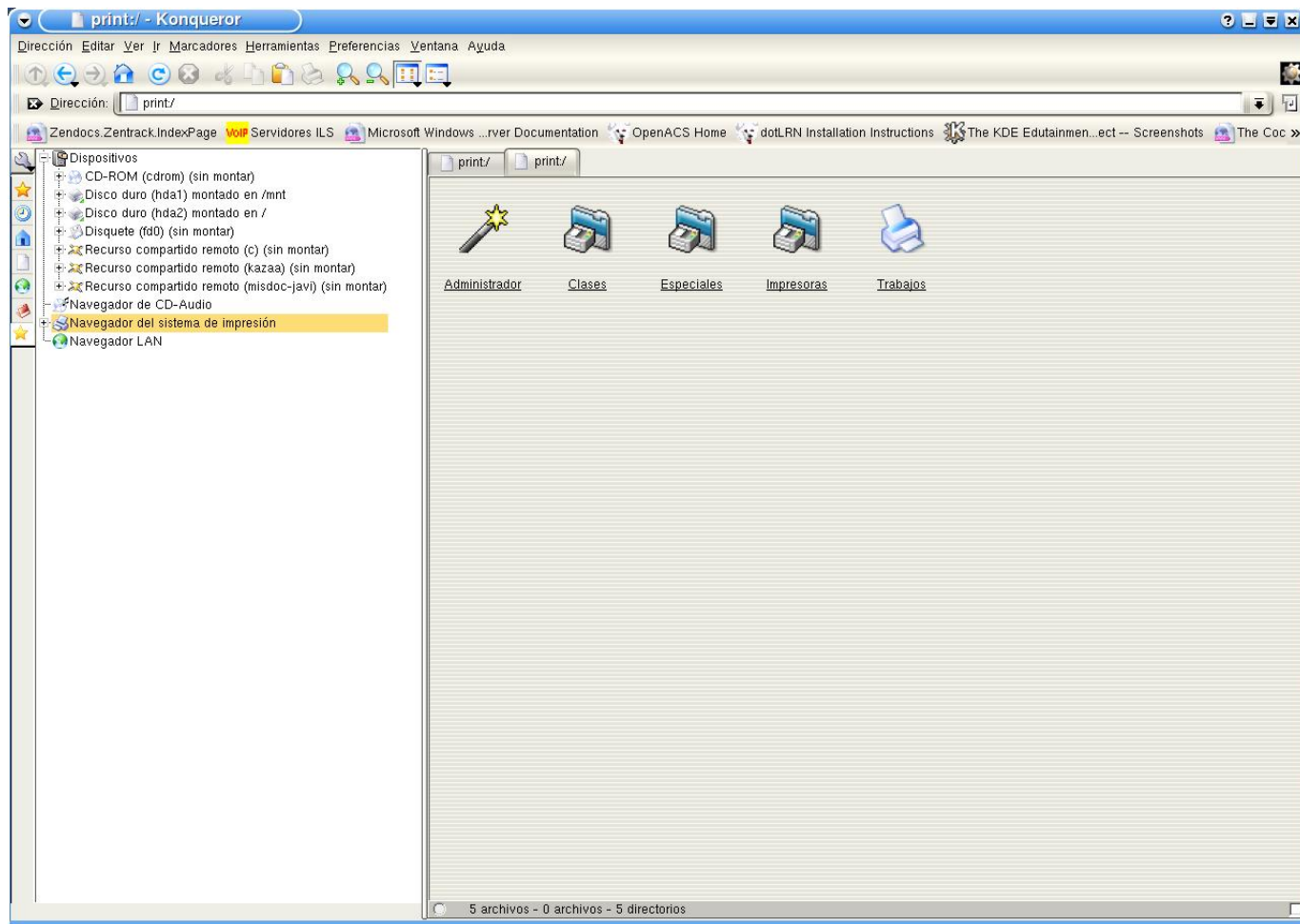


Figura 3-8. Konqueror visualizando un fondo de escritorio.



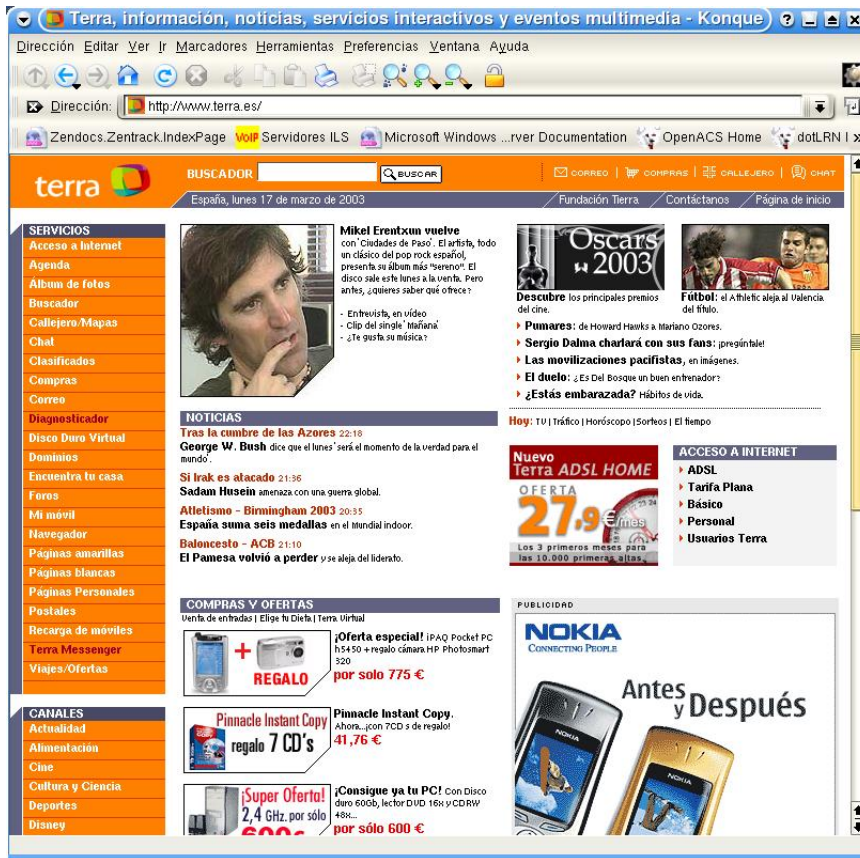
- Menu de acceso directo. Para poder encontrar las cosas mucho mas facilmente.

Figura 3-9. Konqueror la barra de acceso directo a la izquierda.



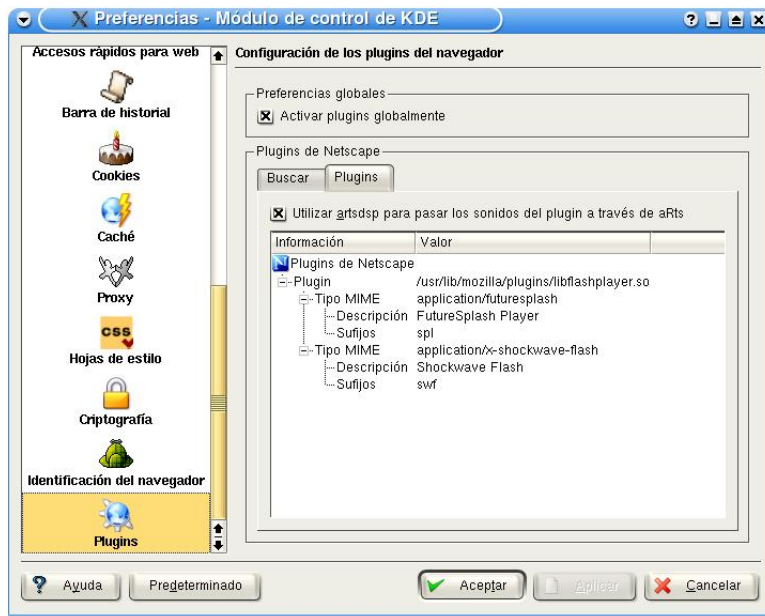
- Navegador Web. para no tener que cambiar de ventana para abrir una pagina web.

Figura 3-10. Konqueror visualizando la pagina de terra



- Soporte de plugins de Netscape. Para poder visualizar todos los contenidos especiales de la web.

Figura 3-11. Konqueror ejecutando los plugins de netscape.



Como hemos podido comprobar konqueror es una de las principales herramientas del escritorio de kde. Potente, versátil y personalizable. El gestor de ficheros más completo de los escritorios linux.

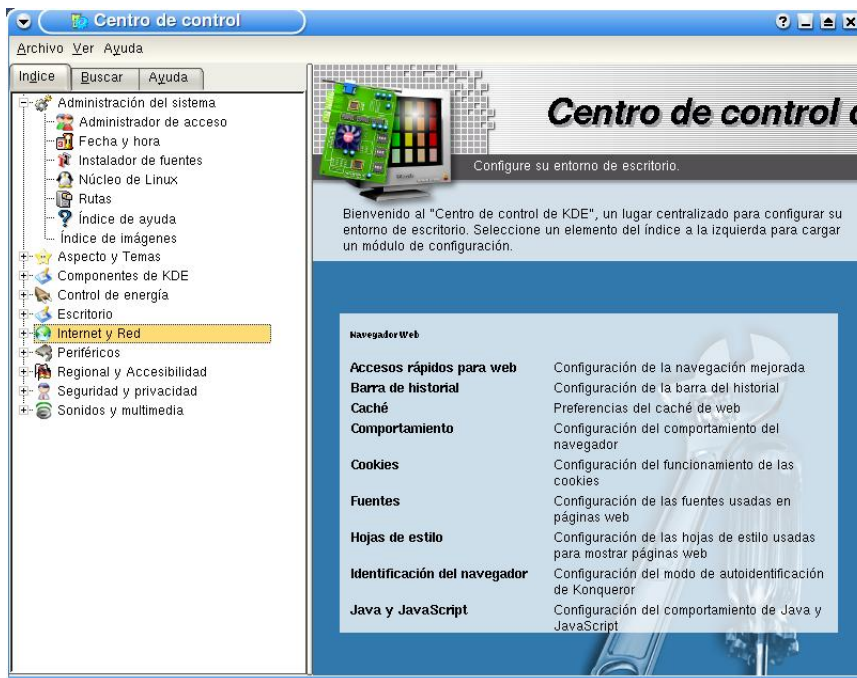
# Capítulo 4. El Centro de Control de KDE.

## 4.1. Los módulos.

Este es el principal programa de configuración dentro del escritorio KDE. Tiene multitud de módulos que reflejan casi todos los aspectos posibles de nuestro equipo y sus dispositivos. A continuación detallaremos cada uno de los módulos que componen esta herramienta:

- Administración del sistema: aquí están todos los módulos que controlan, el menú de acceso, las fuentes, el núcleo del sistema, etc.

Figura 4-1. Los módulos de kcontrol para administración.



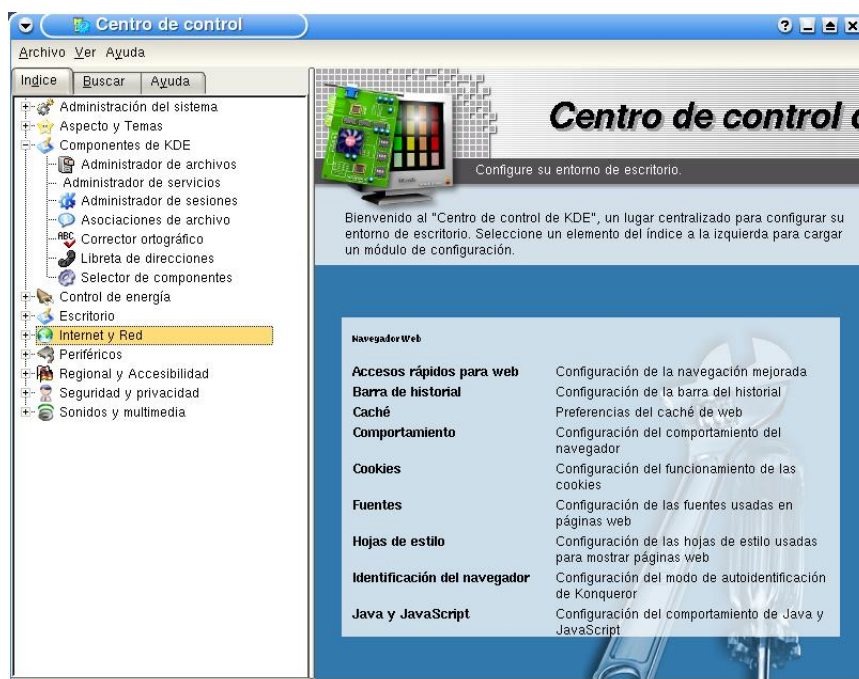
- Aspecto y Temas: este conjunto de módulos nos permiten realizar una personalización completa del escritorio: temas, iconos, decoraciones de ventanas, etc.

Figura 4-2. Los módulos de kcontrol para personalización.



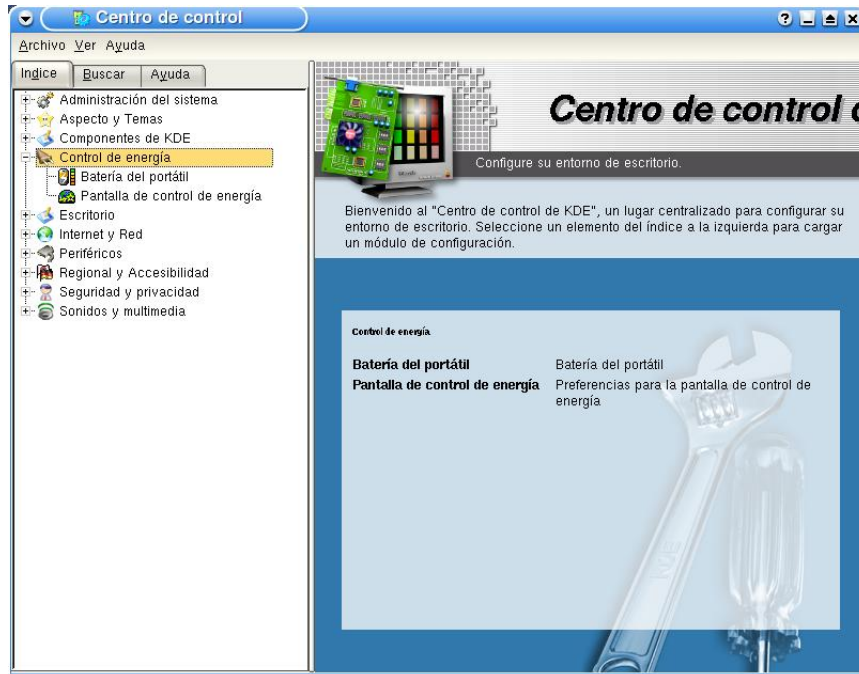
- Componentes de KDE: estos módulos son los que controlan casi todos los componentes del escritorio como: gestor de ficheros, contactos, ortografía, etc.

Figura 4-3. Los módulos de kcontrol para los componentes de kde.



- Gestión de energía: los módulos nos permiten configurar la gestión de la batería y de la pantalla.

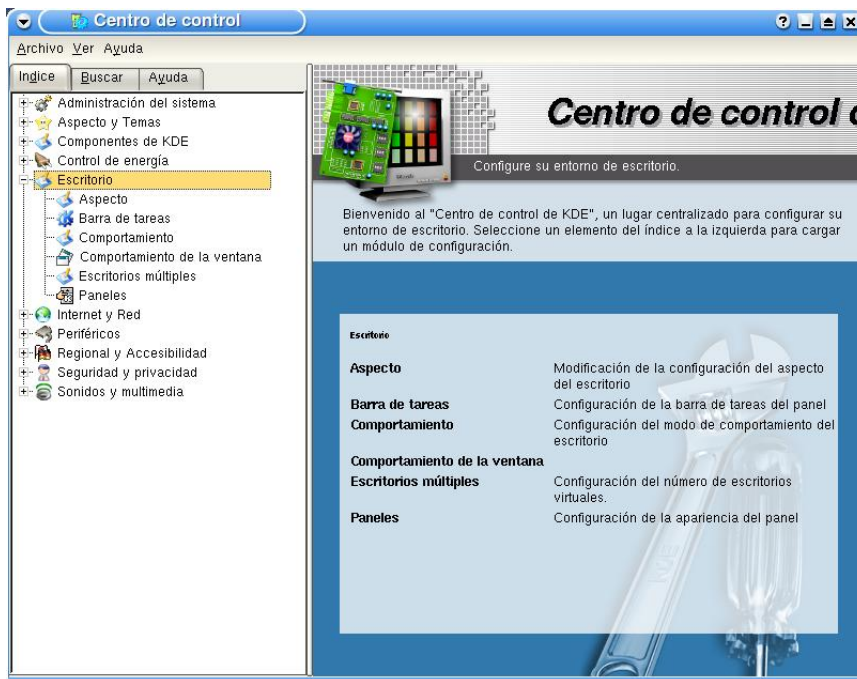
Figura 4-4. Los módulos de kcontrol para la gestión de energía.



- Escritorio: los módulos integrados en esta categoría configuran: el panel, la barra de tareas, el comportamiento de las ventanas, etc.

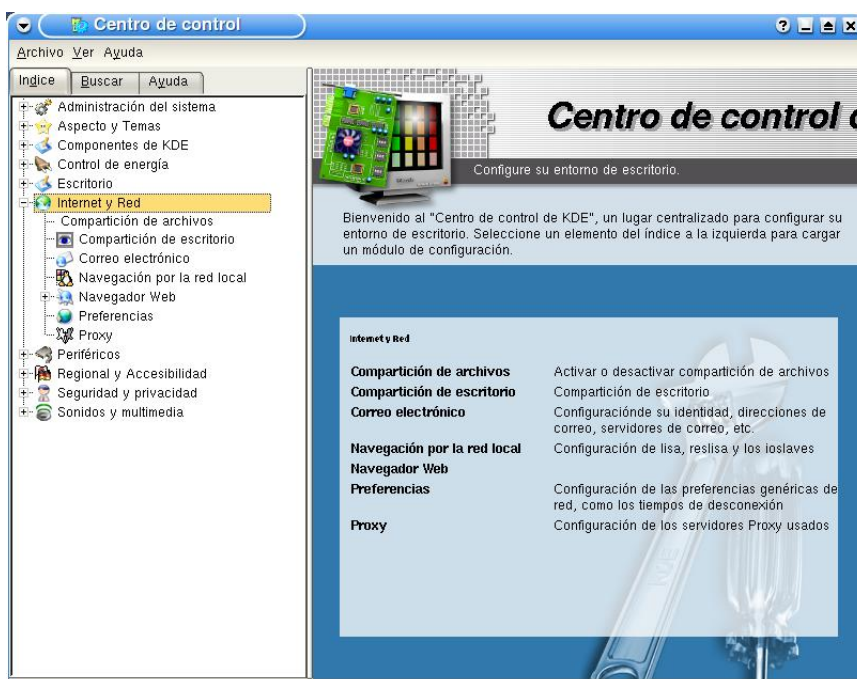


Figura 4-5. Los módulos de kcontrol para el escritorio.



- Internet y Red: los módulos que integran esta categoría configuran: la compartición de archivos, la navegación por los archivos compartidos de windows, el navegador web, etc.

Figura 4-6. Los módulos de kcontrol para Internet.



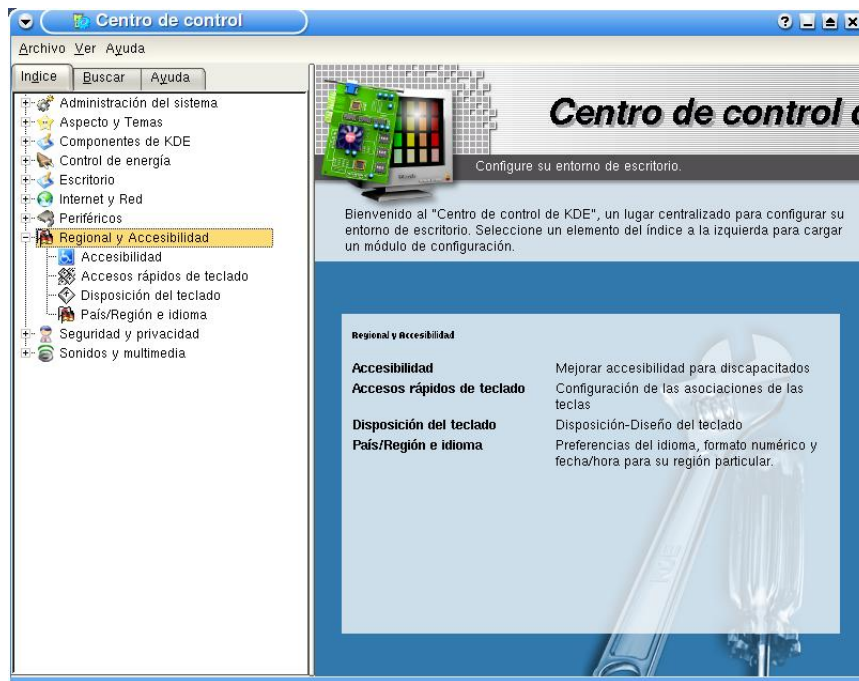
- Periféricos: controlan las impresoras, las camaras de fotos, la configuración de la pantalla, etc.

Figura 4-7. Los módulos de kcontrol para periféricos.



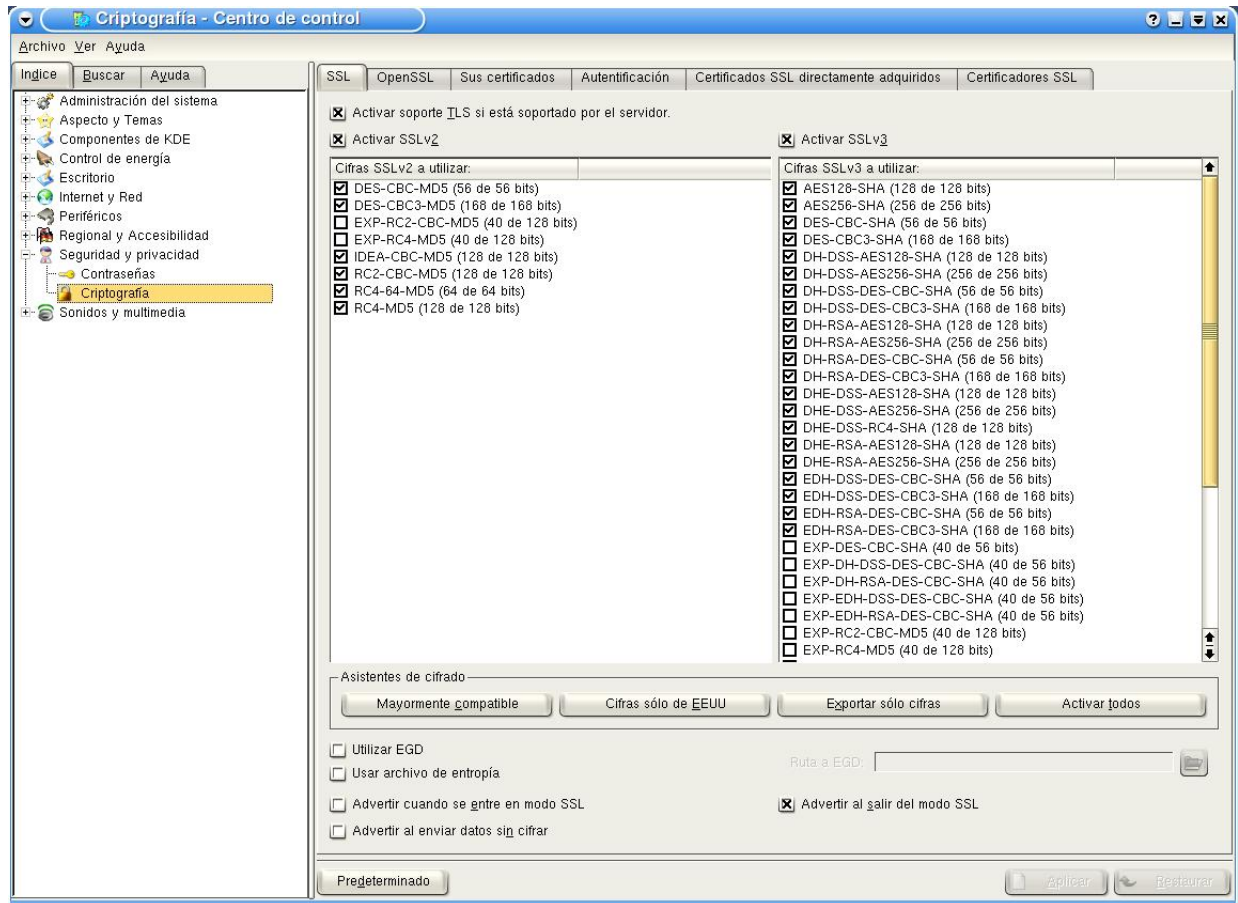
- Regional y Accesibilidad: Nos permiten configurar: nuestro idioma, la configuración de teclado, etc.

Figura 4-8. Los módulos de kcontrol para administración.



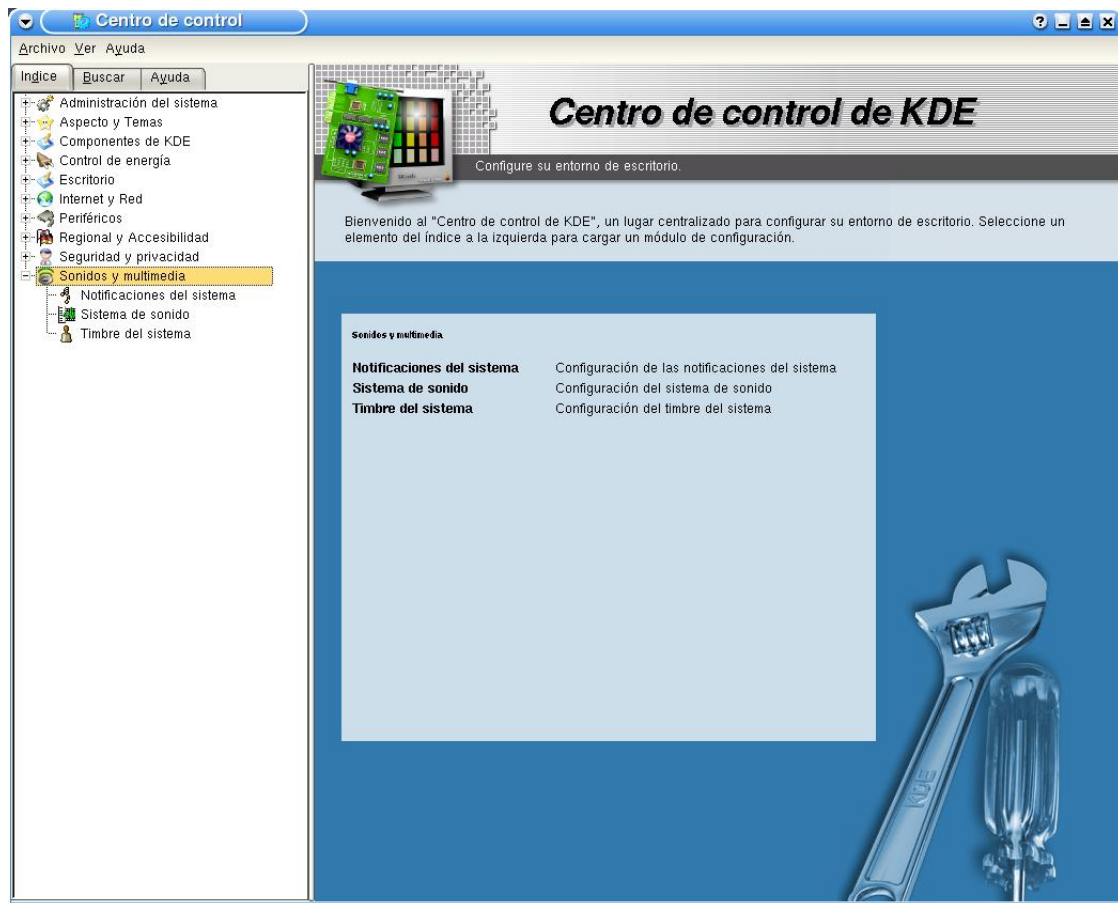
- Seguridad y privacidad: aquí se configuran todas las cuestiones de cifrado y certificados.

Figura 4-9. Los módulos de kcontrol para seguridad.<



- Sonidos y multimedia: configura el servidor de sonido ante los eventos del escritorio y las aplicaciones de KDE.

Figura 4-10. Los módulos de kcontrol para el servidor de sonido.



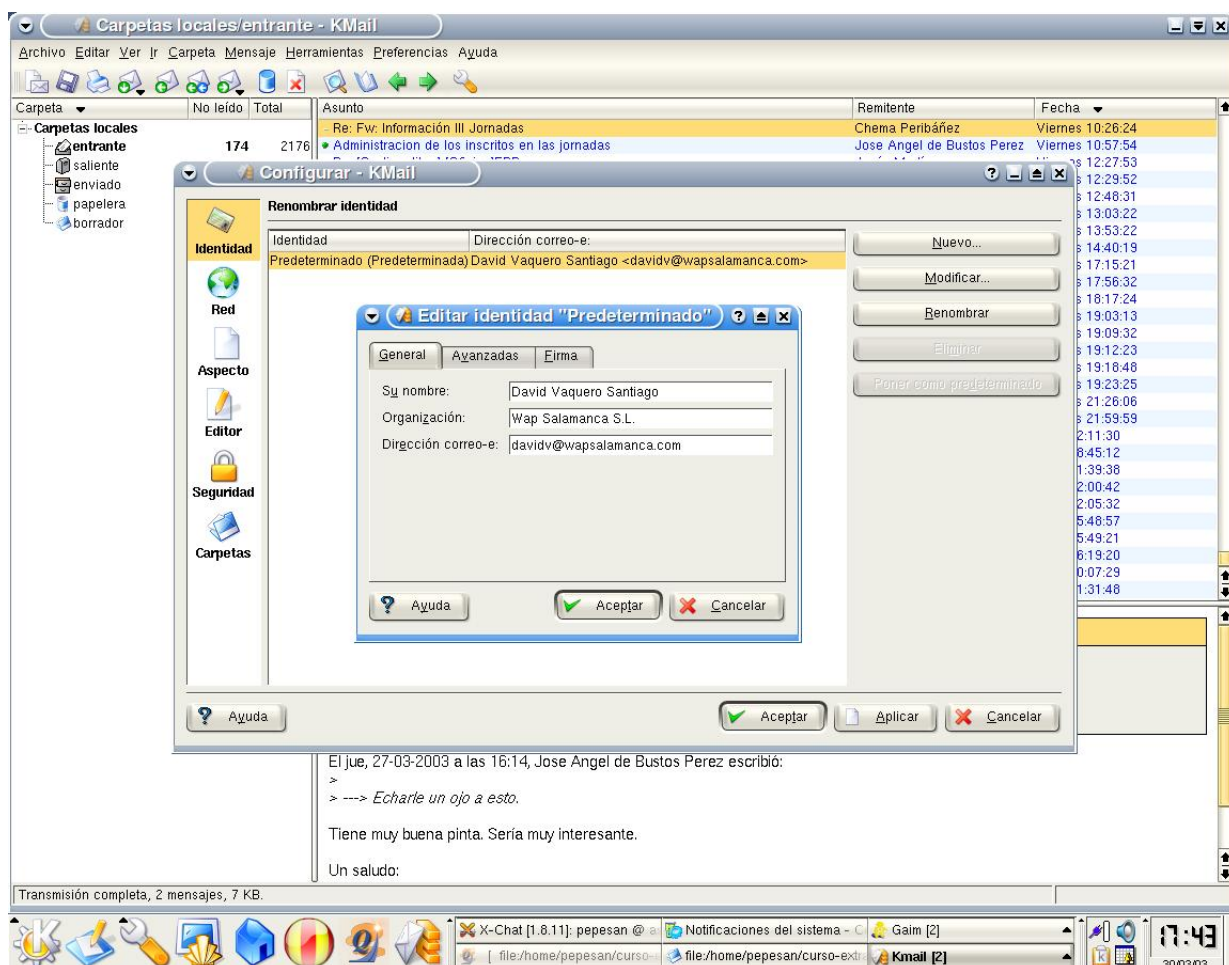
# Capítulo 5. Kmail: El cliente de correo.

## 5.1. La configuración.

Kmail es uno de los clientes de correo electrónico mas completos que hay en los escritorios de GNU/Linux además incluye compatibilidad con todos los sistemas de cifrado actuales. A continuación se detallan las configuraciones de este programa:

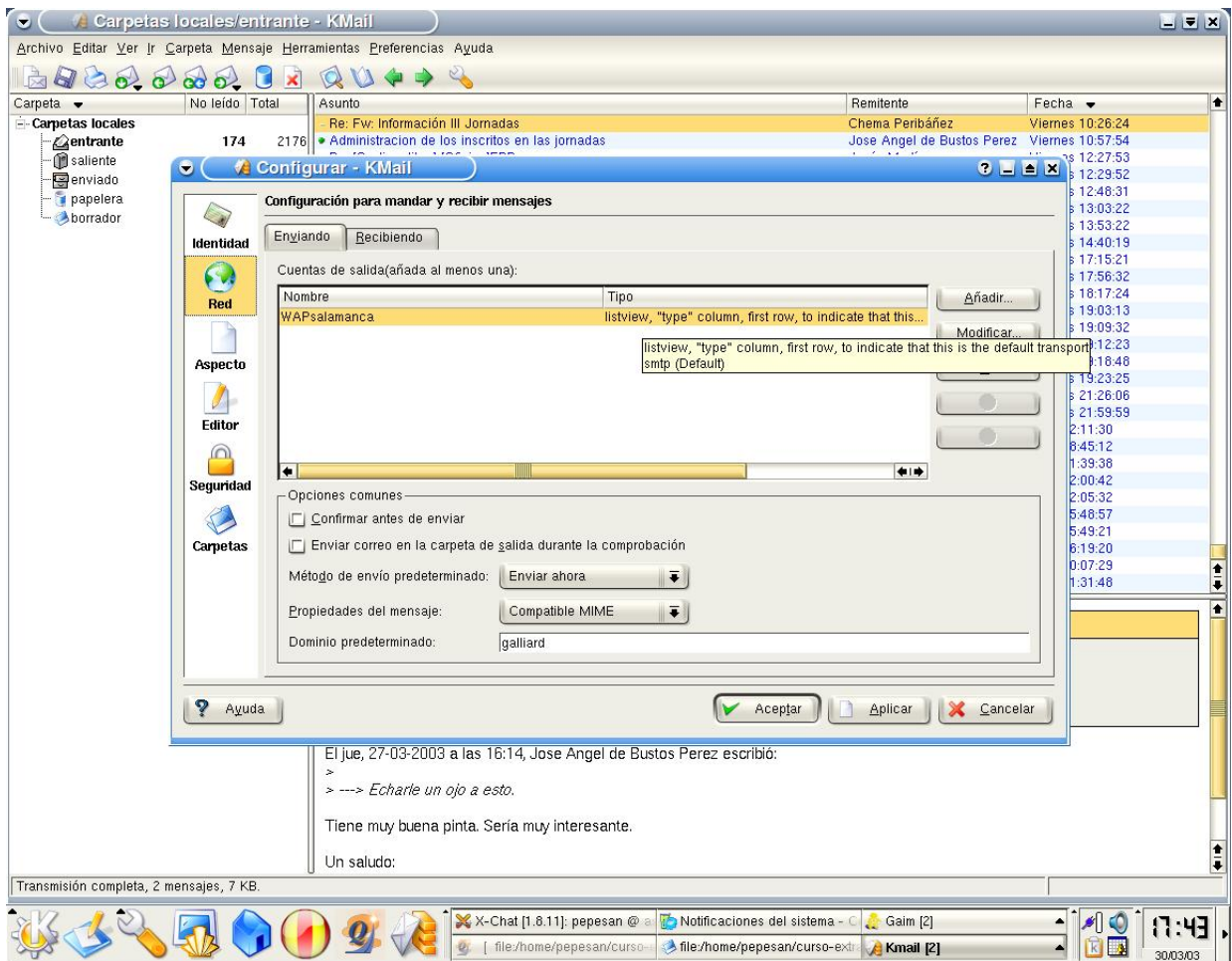
- Identidad: gestiona cada una de nuestras identidades: particular, de empresa, etc.

Figura 5-1. Los módulos de kmail para identidades.



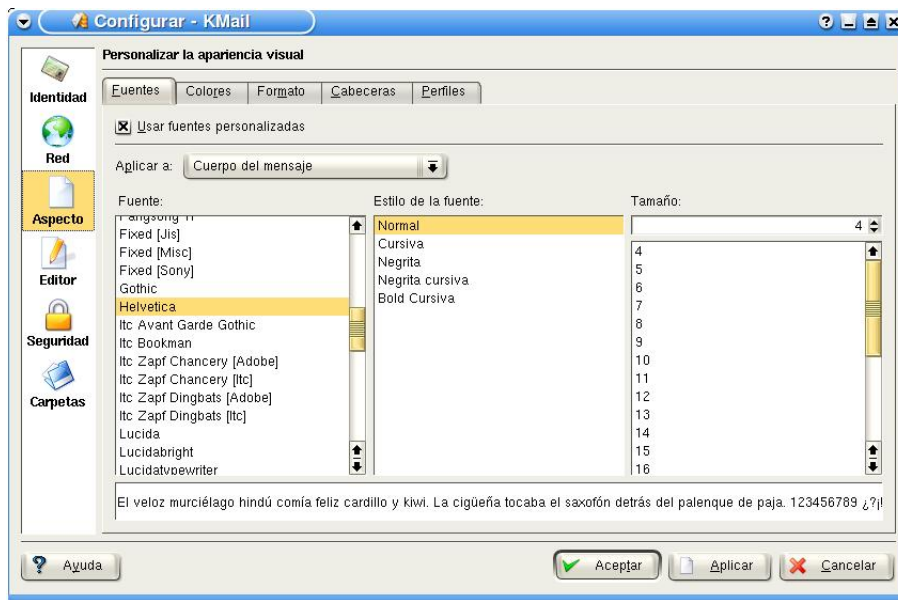
- Red: nos permite configurar cada una de las cuentas de correo y los servidores que nos permiten enviar correo.

Figura 5-2. Los módulos de kmail para los servidores.



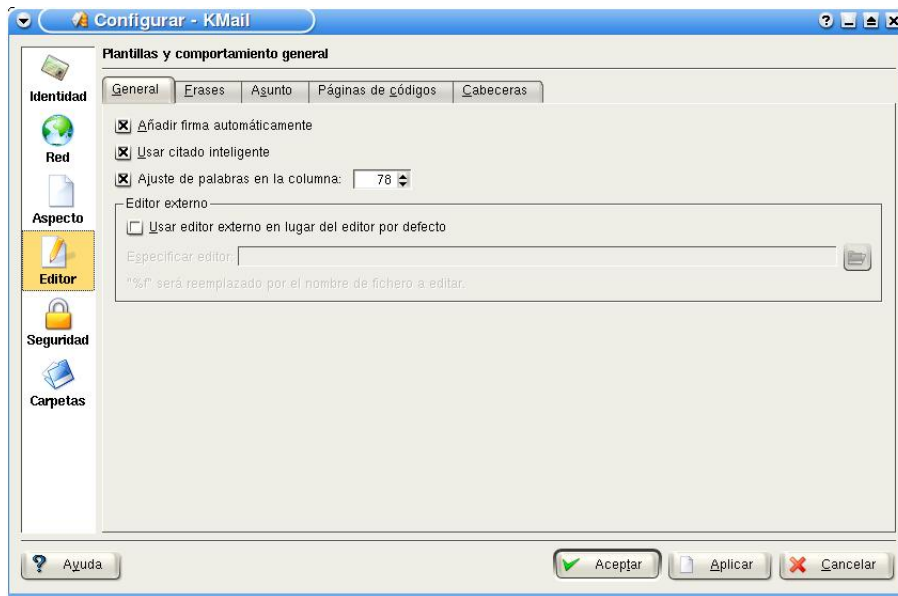
- Aspecto: Fuentes, tamos de letra, etc.

Figura 5-3. Los módulos de kmail para el aspecto.



- Editor: configura el editor que nos permite escribir y responder correos.

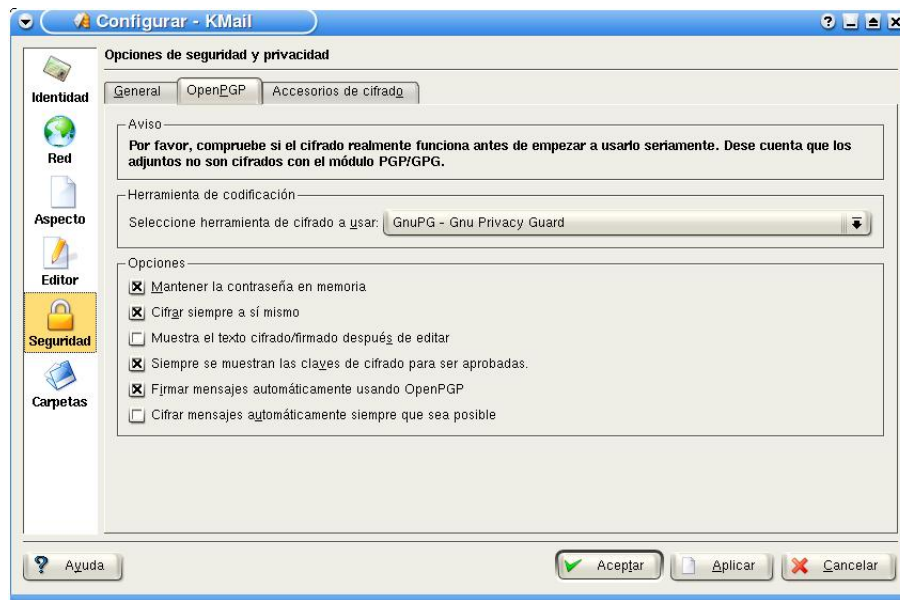
Figura 5-4. Los módulos de kmail para el editor.



- Seguridad: controla el sistema de encriptación y firma de mensajes.

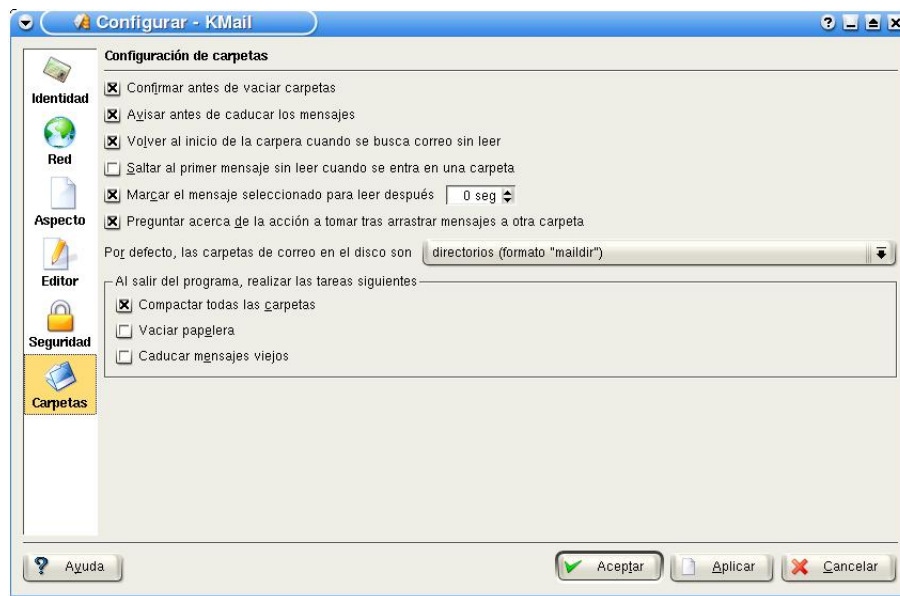


Figura 5-5. Los módulos de kmail para la seguridad.



- Carpetas: Gestiona las carpetas de mensajes en el programa y el disco duro.

Figura 5-6. Los módulos de kmail para las carpetas de mensajes.



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