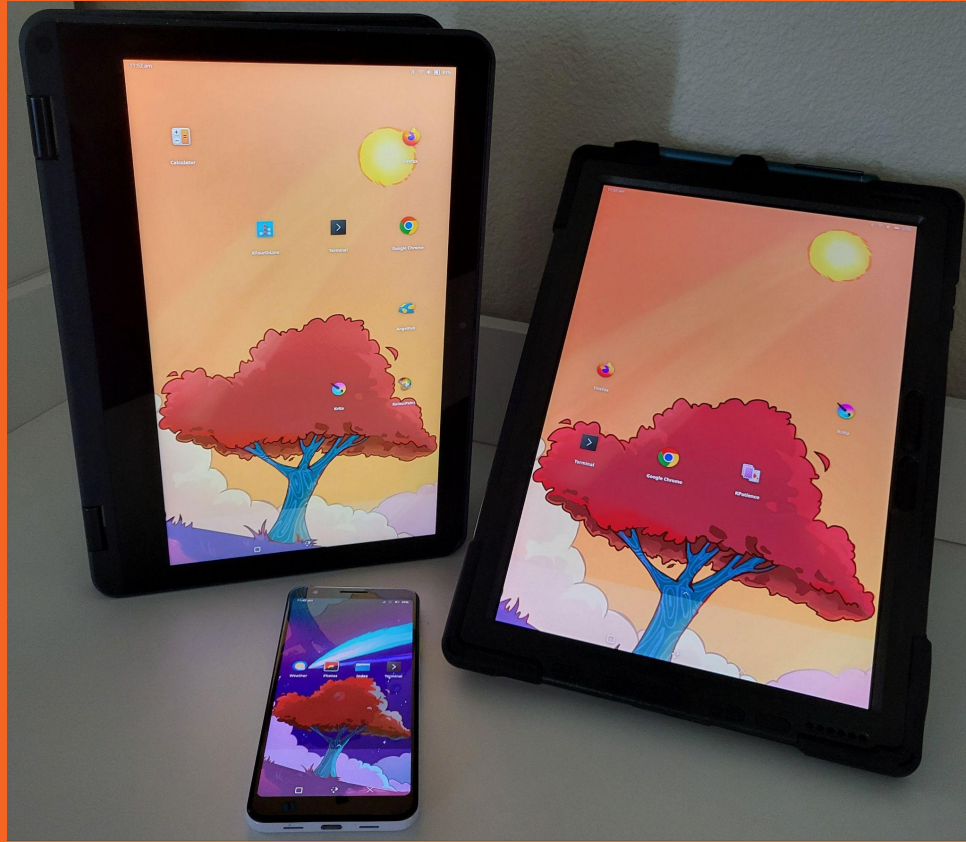


# Fedora Plasma Mobile Not Just For Phones

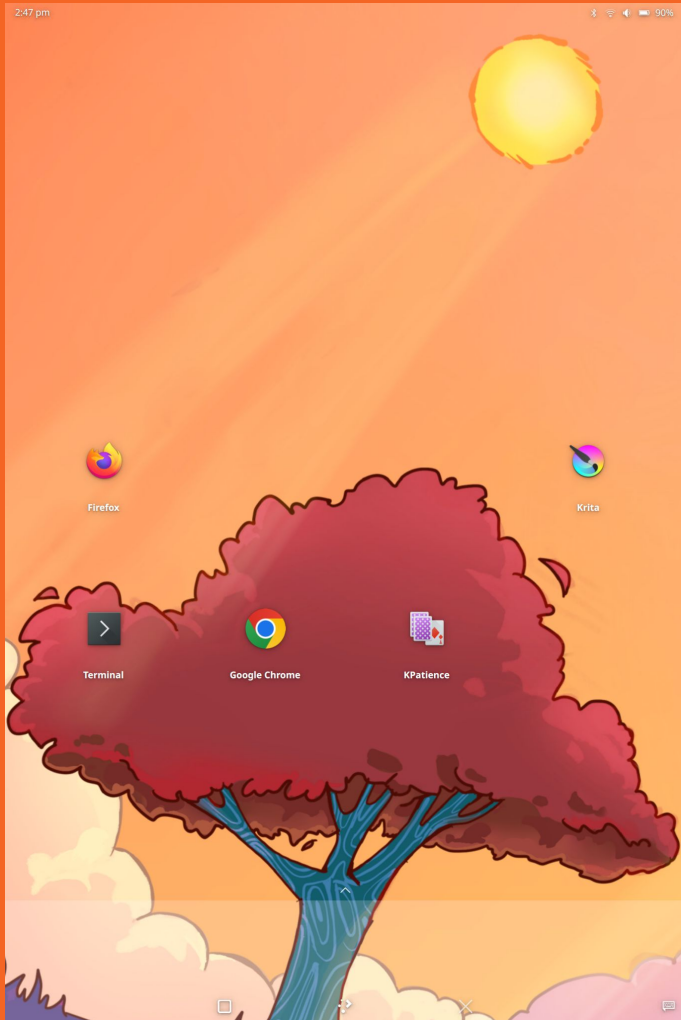
Troy Dawson  
Flock 2024

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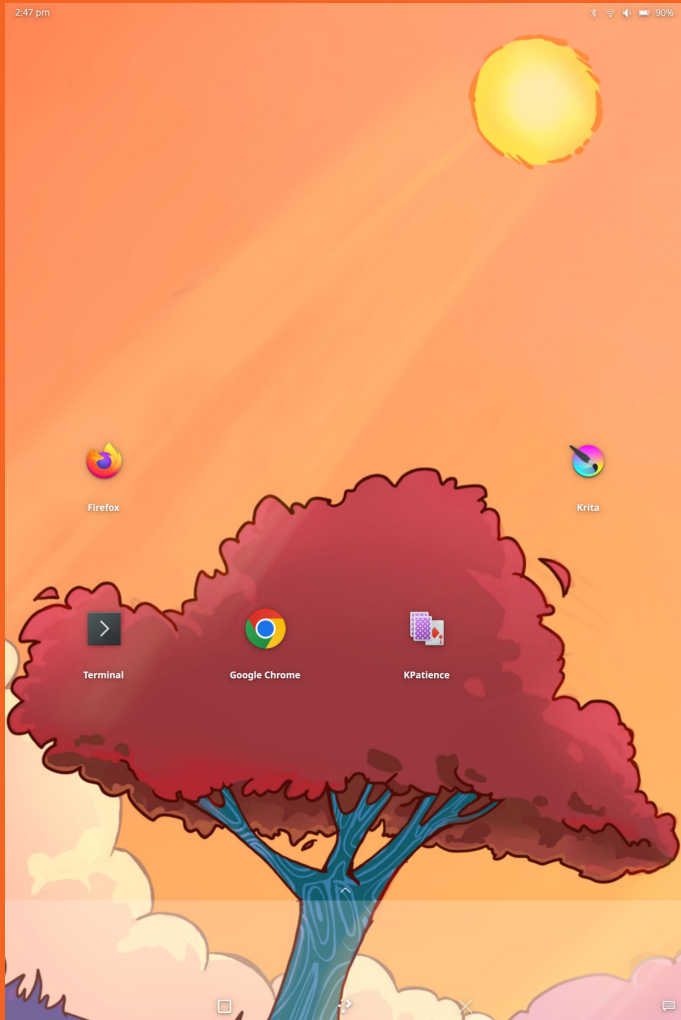
# WHY?

- Touchscreen
  - No Keyboard
  - Mobile
-



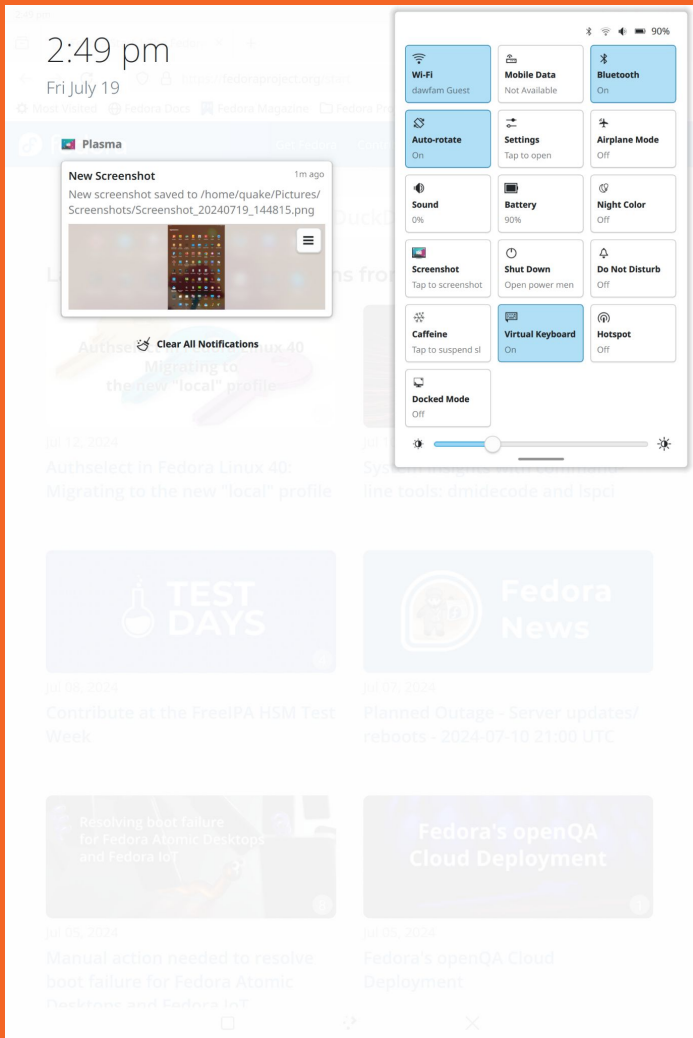
# WHY PLASMA MOBILE?

- Feel of KDE
- KDE Community
- It's Working



# What I Like?

- Easy and Intuitive
- Terminal Keys
- Fast bug turnaround (for most things)

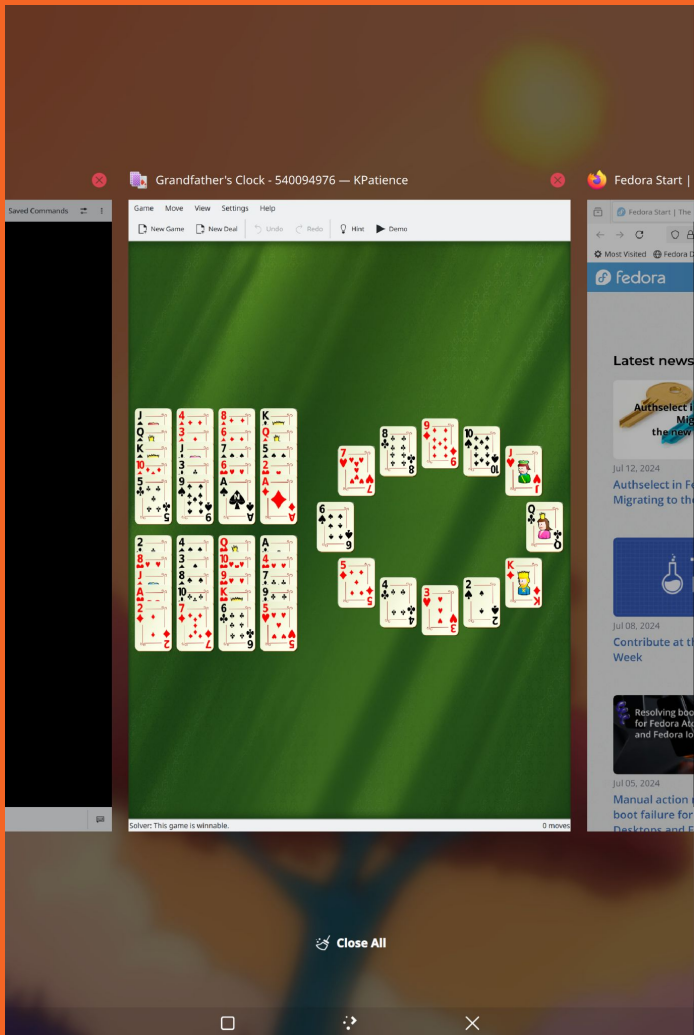


# Easy & Intuitive Quick Access (Swipe Down)

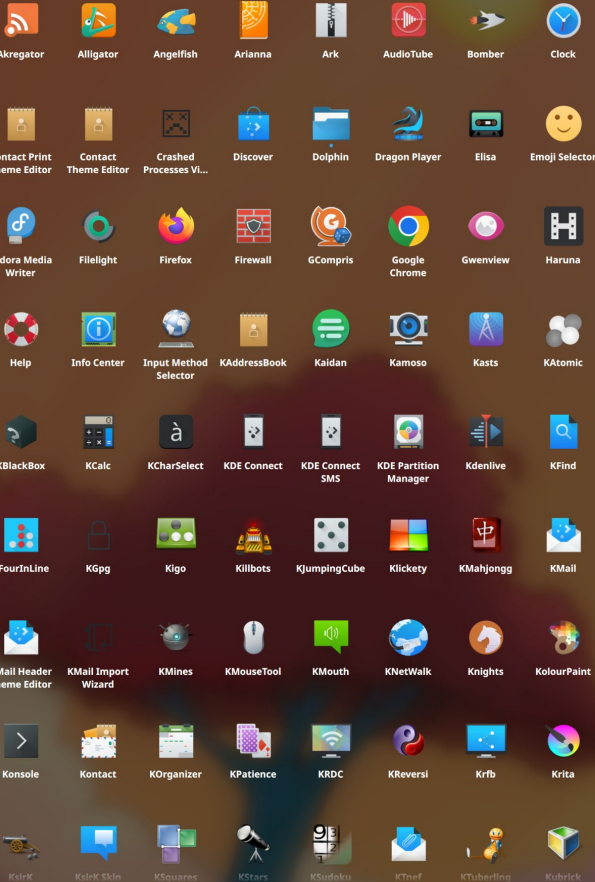
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# Easy & Intuitive

## Running Apps (Left Button)

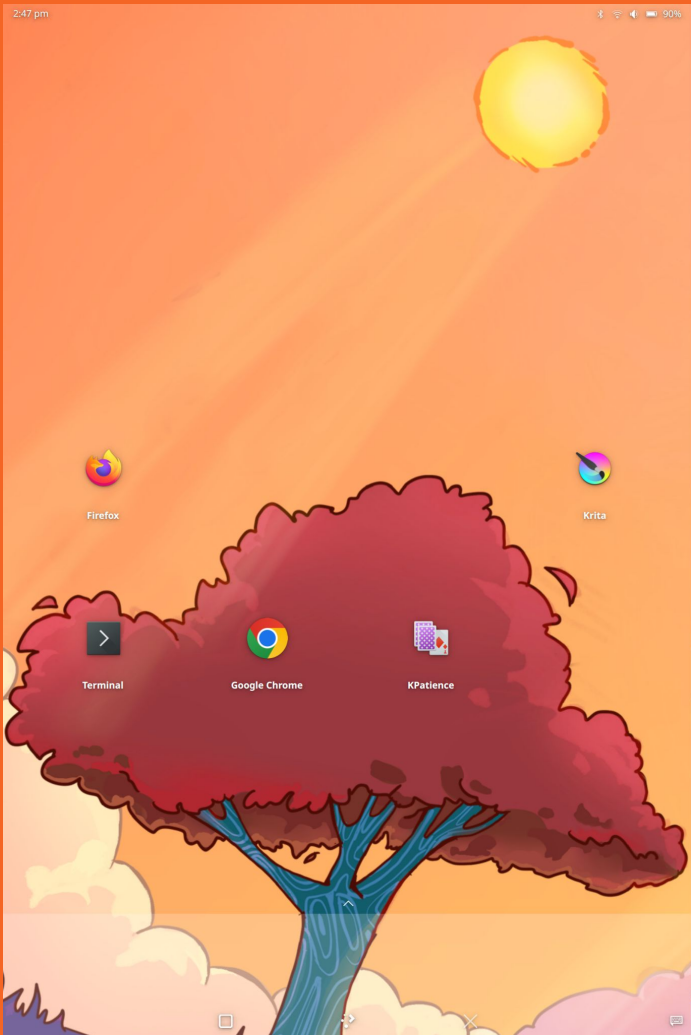


## Applications



# Easy & Intuitive

# All Available Apps (Middle Button)



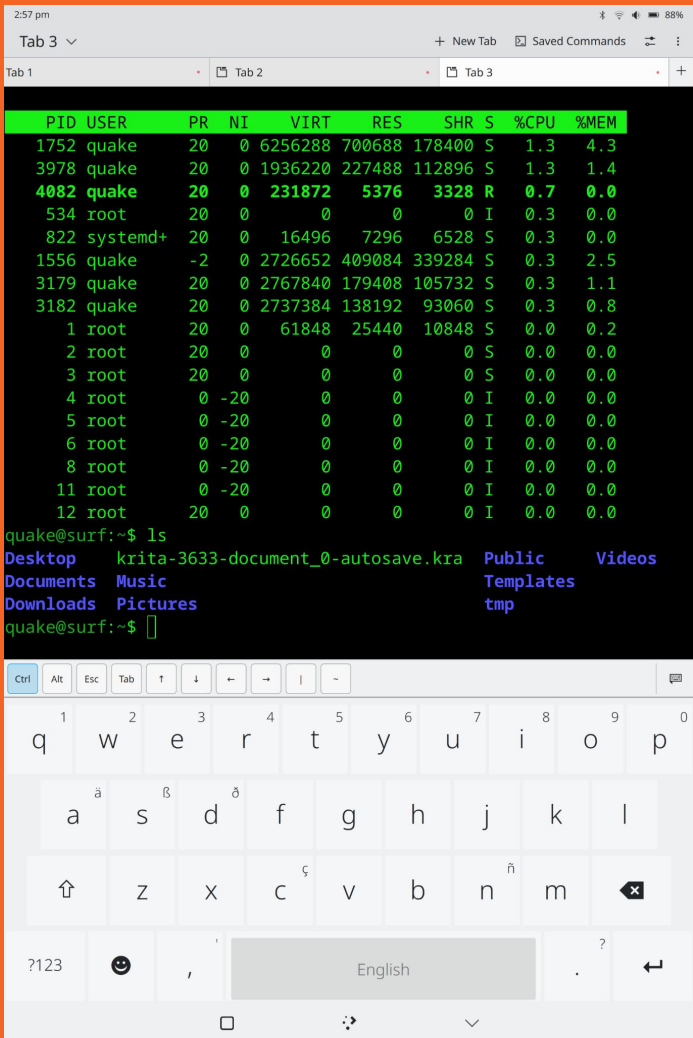
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# Easy & Intuitive

## Add Desktop Icons (Press Hold Drop)

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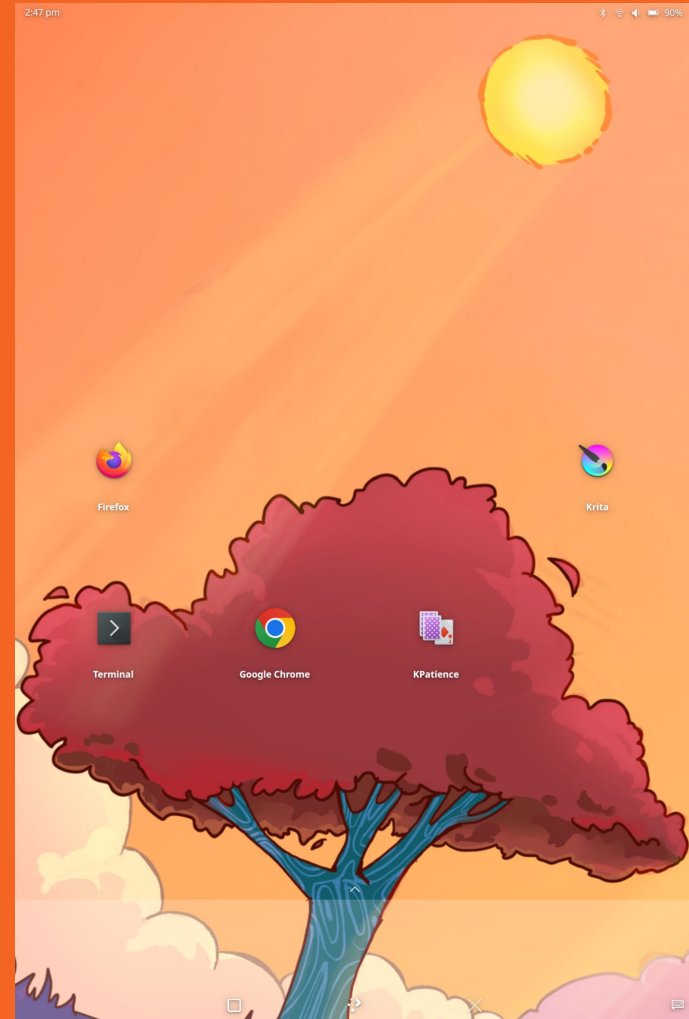




# Terminal Keys

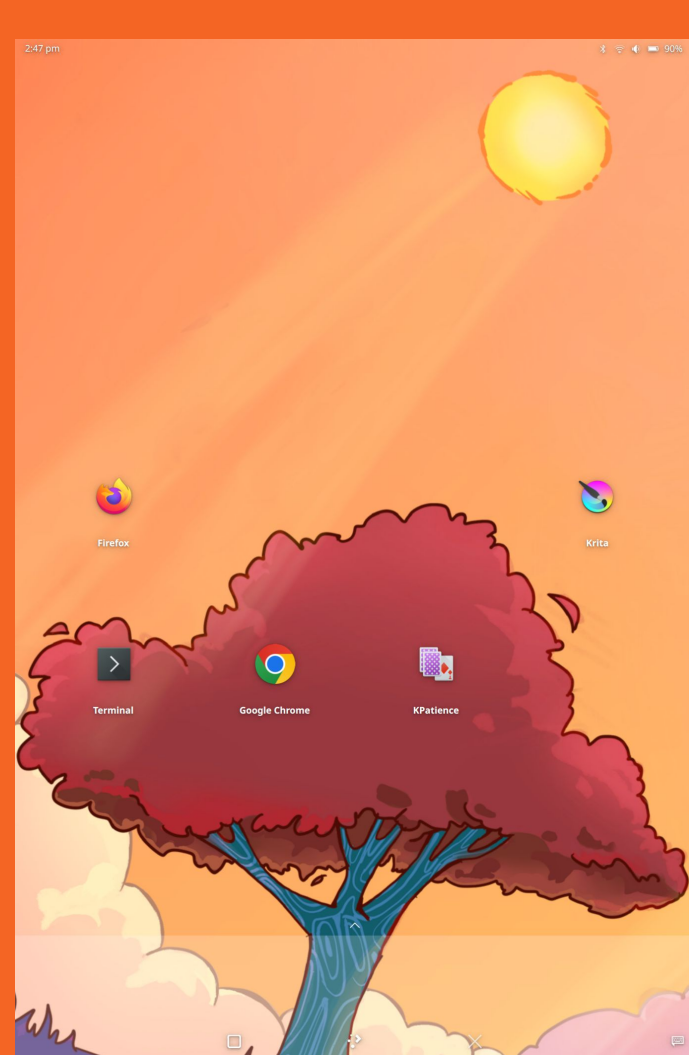
## Terminal (qmlkonsole)





# What Needs Work?

- No Video Player
- (Fedora) File Browser
- Random bugs in random apps



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# Questions and Answers

Demo?

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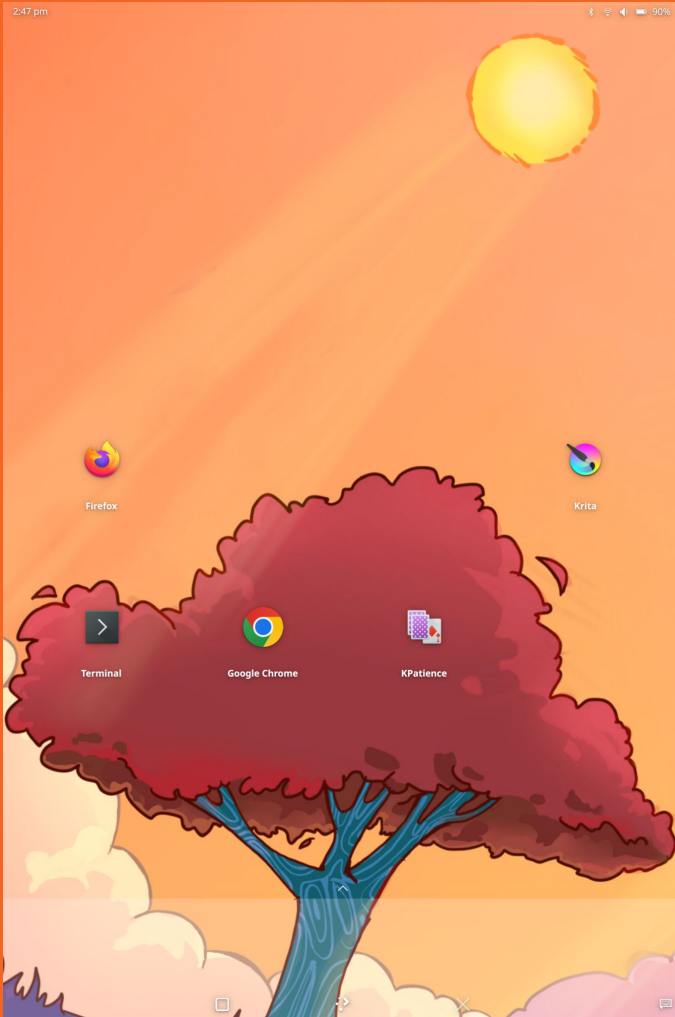
# References

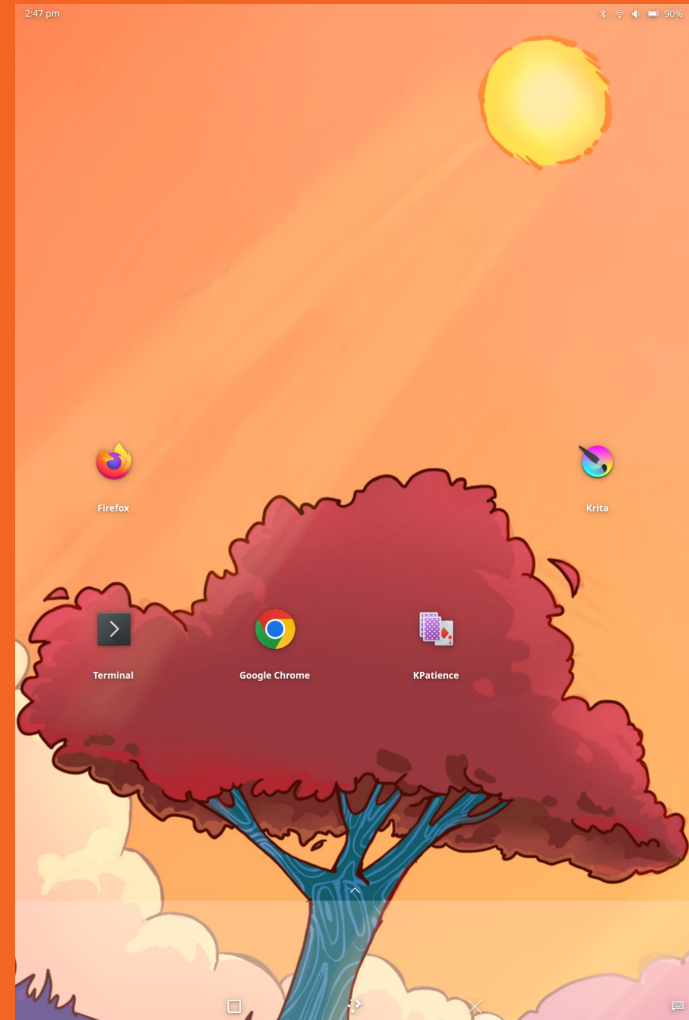
<https://plasma-mobile.org/>

<https://plasma-mobile.org/apps/>

<https://fedoraproject.org/wiki/SIGs/KDE/Mobile>

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# Fedora KDE Plasma Mobile

We will not be targeting phones or ARM devices, other than those that work on standard Fedora.

We will be targeting anything that has a touchscreen, is mobile, and can run Fedora. This is mainly 2-in-1 laptops and tablets. Those are mainly x86\_64 machines and a few ARM machines. Think of the Lenovo Yoga, StarLite and the Microsoft Surface Pro.

The Fedora KDE SIG has a very good reputation of working upstream with KDE. But because we'd been focusing on phones, we had never been able to work with the upstream Plasma Mobile project. All of our efforts were getting Fedora to work on the hardware, and not on Plasma Mobile. By shifting our hardware focus, we are able to break open a new market for Fedora, as well as allow the KDE SIG to work with upstream Plasma Mobile.

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