

# Anaconda Header Visual Style

Alain Reguera Delgado

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## Abstract

This article describes the visual style of Anaconda Header. Anaconda is the name of the install program used by CentOS. It is python-based with some custom modules written in C. The anaconda installer works on a wide variety of Linux-based computing architectures (ia32, Itanium, Alpha, S/390, PowerPC), and is designed to make it easy to add platforms.

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## 1 Introduction

Anaconda Header Visual Style is organized inside CentOS Artwork Repository.

## 2 Installation

This section describes the tools you need to have installed in your CentOS workstation in order to interact with your working copy of CentOS Artwork Repository.

### 2.1 Subversion

Subversion is used to interact with CentOS Artwork Repository.

Subversion is a version control system, which allows you to keep old versions of files and directories (usually source code), keep a log of who, when, and why changes occurred, etc., like CVS, RCS or SCCS.<sup>1</sup>

To install Subversion client tools in your workstation you can use the following command:

---

<sup>1</sup>More documentation about Subversion and its tools, including detailed usage explanations of the svn, svnadmin, svnserve and svnlook programs, historical background, philosophical approaches and reasonings, etc., can be found at <http://svnbook.red-bean.com/>.

```
yum install subversion
```

## 2.2 Inkscape

Inkscape is used to design and render images inside CentOS Artwork Repository.

Inkscape is a GUI editor for Scalable Vector Graphics (SVG) format drawing files, with capabilities similar to Adobe Illustrator, CorelDraw, Visio, etc. Inkscape features include versatile shapes, bezier paths, freehand drawing, multiline text, text on path, alpha blending, arbitrary affine transforms, gradient and pattern fills, node editing, SVG-to-PNG export, grouping, layers, live clones, and more.

Note that Inkscape is not inside CentOS Distribution, so you need to configure a third party repository like RPMForge or EPEL to install Inkscape. Installation of a third party repositories inside CentOS Distribution is described in the following URL:

```
http://wiki.centos.org/AdditionalResources/Repositories
```

Once you have configured the third party repository you can install Inkscape using the following command:

```
yum install inkscape
```

## 2.3 ImageMagick

ImageMagick is used by scripts inside CentOS Artwork Repository.

ImageMagick is a free software suite for the creation, modification and display of bitmap images. It can read, convert and write images in a large variety of formats. Images can be cropped, colors can be changed, various effects can be applied, images can be rotated and combined, and text, lines, polygons, ellipses and Bzier curves can be added to images and stretched and rotated.

To install ImageMagick in your workstation you can run the following command:

```
yum install ImageMagick
```

## 2.4 Netpbm

Netpbm is used by scripts inside CentOS Artwork Repository.

Netpbm is a toolkit for manipulation of graphic images, including conversion of images between a variety of different formats. There are over 300 separate tools in the package including converters for about 100 graphics formats.

To install Netpbm in your workstation you can run the following command:

```
yum install netpbm{-progs}
```

## 2.5 Syslinux

The package `syslinux` provides the programs `ppmtolss16` and `lss16toppm` which are used to produce Anaconda Prompt images. The `ppmtolss16` Perl program also includes the file format specification.

Syslinux is a suite of bootloaders, currently supporting DOS FAT filesystems, Linux ext2/ext3 filesystems (EXTLINUX), PXE network boots (PXELINUX), or ISO 9660 CD-ROMs (ISOLINUX). It also includes a tool, MEMDISK, which loads legacy operating systems from these media.

To install Syslinux in your workstation you can run the following command:

```
yum install syslinux
```

## 2.6 GNU Image Manipulation Program

GNU Image Manipulation Program (GIMP) is used to manipulate images inside CentOS Artwork Repository.

To install GIMP in your workstation you can run the following command:

```
yum install gimp
```

## 2.7 GNU Core Utilities

The GNU core utilities are a set of tools commonly used in shell scripts.

To install the GNU core utilities in your workstation you can run the following command:

```
yum install core-utils
```

## 2.8 L<sup>A</sup>T<sub>E</sub>X

L<sup>A</sup>T<sub>E</sub>X is used to create manuals inside CentOS Artwork Repository.

L<sup>A</sup>T<sub>E</sub>X is a document preparation system implemented as a macro package for Donald E. Knuth's T<sub>E</sub>X typesetting program. The L<sup>A</sup>T<sub>E</sub>X command typesets a file of text using the T<sub>E</sub>X program and the LaTeX Macro package for T<sub>E</sub>X. To be more specific, it processes an input file containing the text of a document with interspersed commands that describe how the text should be formatted.

To install L<sup>A</sup>T<sub>E</sub>X in your workstation you can run the following command:

```
yum install tetex-{latex,fonts,doc,xdiv,dvips}
```

## 3 Configuration

### 3.1 Firewall

The CentOS Artwork Repository lives on the following URL:

```
https://projects.centos.org/svn/artwork/
```

To reach this location you need to have Internet access and be sure no rule in your firewall is denying this site. Note that the URL uses the SSL protocol (port 443).

### 3.2 Subversion Behind Squid

Sometimes it is convenient to proxy Subversion client's requests through a proxy-cache server like Squid. In cases like this, the Squid proxy server is in the middle between you and CentOS Artwork Repository. If you want to proxy Subversion client's requests through Squid proxy-cache server, you need to configure your Subversion client and your Squid proxy server to do so.

#### 3.2.1 Subversion Client Configuration

Subversion client needs to be configured to send requests to your Squid proxy-cache server. This configuration takes place in the file:

```
~/.subversion/servers
```

### 3.2.2 Squid Server Configuration

Squid proxy-cache server needs to be configured to accept the extension methods REPORT MERGE MKACTION CHECKOUT MKCOL. This configuration takes place in the file:

```
/etc/squid/squid.conf
```

specifically in the configuration text described below:

```
# TAG: extension_methods
#     Squid only knows about standardized HTTP request methods.
#     You can add up to 20 additional "extension" methods here.
#
#Default:
# none
extension_methods REPORT MERGE MKACTION CHECKOUT MKCOL
```

### 3.3 Working Copy

A Subversion working copy is an ordinary directory tree on your local system, containing a collection of files (i.e. Translations, Designs, Manuals, and Scripts). You can edit these files however you wish. Your working copy is your own private work area: Subversion will never incorporate other people's changes, nor make your own changes available to others, until you explicitly tell it to do so. You can even have multiple working copies of the same project.<sup>2</sup>

After you've made some changes to the files in your working copy and verified that they work properly, Subversion provides you with commands to "publish" your changes to the other people working with you on your project (by writing to the repository). If other people publish their own changes, Subversion provides you with commands to merge those changes into your working directory (by reading from the repository).

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<sup>2</sup>Even this is basically correct, doing so when using CentOS Artowrk Repository can bring some confusion when executing scripts. Actually, only one absolute path can be defined as absolute path for scripts' execution. You can have as many working copies of CentOS Artwork Repository as you want but scripts will be executed from just one working copy absolute path—the one you defined in the variable `CENTOS_ARTWORK_WC`. For more information about this, see section 3.5.

To download your working copy of CentOS Artwork Repository in the location `~/Desktop/artwork`, run the following command:

```
svn co https://projects.centos.org/svn/artwork ~/Desktop/
```

The previous command will download lots of files into your workstation. This process may take some time. When finish you are ready to start exploring and improving available works.

## 3.4 User Identification

At this point you probably have made some changes inside your working copy and wish to publish them. To publish your changes you need to have a registered account with commit privilege in CentOS Artwork Repository.

**Note:** If you are new in CentOS Artwork Repository it is possible that you can't commit your changes. That is because new registered accounts haven't commit privilege set by default. In order for your registered account to have commit privilege inside CentOS Artwork Repository you need to request it. See section 3.4.2.

### 3.4.1 Account Registration

To register a user account inside CentOS Artwork Repository, you need to go to the following URL:

```
https://projects.centos.org/trac/artwork/
```

### 3.4.2 Account Privileges

To have commit privileges in CentOS Artwork Repository it is needed that you show your interest first, preferably with something useful like a new or improved design, translation, manual, or script. As convention people working on CentOS Artwork Repository share ideas in the mailing list `centos-devel@centos.org`. If you are interested in joining us go there and express yourself.



## 3.5 Shell Environment

CentOS Artwork Repository uses scripts to automate tasks. When executing scripts we need to provide their path, relative or absolute.

### 3.5.1 Relative Paths

Using relative paths makes difficult to call functions from different levels inside the directory structure of your working copy of CentOS Artwork Repository.

### 3.5.2 Absolute Paths

Using absolute paths let us use functions from different levels inside the directory structure of your working copy of CentOS Artwork Repository but creates an inconvenience. It forces us to use an unchangeable absolute path that people should use to download their working copy of CentOS Artwork Repository in their workstations.

### 3.5.3 Environment Variable Definition

To avoid forcing a predefined absolute path to store your working copy of CentOS Artwork Repository, we decided to define the following environment variable:

**CentOS\_ARTWORK\_WC:** The value of this environment variable contains the absolute path used to store your working copy of CentOS Artwork Repository in your workstation. This way you can download your working copy of CentOS Artwork Repository wherever you want and be sure that scripts inside it execute correctly.

### 3.5.4 Environment Variable Initialization

As `CentOS_ARTWORK_WC` environment variable defines the absolute path used to execute scripts, it isn't possible to initialize it inside scripts themselves. To initialize the environment variable `CentOS_ARTWORK_WC` we use the personal initialization file (`~/.bash_profile`), executed for login shells.

For example, if you downloaded your working copy of CentOS Artwork Repository in the absolute path `~/Desktop/artwork`, then you need to add the following lines to your personal initialization file:

```
CentOS_ARTWORK_WC=~/Desktop/artwork
export CentOS_ARTWORK_WC
```

For changes to take effect you need to logout and do login again.

## 4 Framework

Anaconda Header framework is inside your working copy of CentOS Artwork Repository. Anaconda Header framework is organized in the following sections:

### 4.1 Identity

trunk/Identity/Themes/\$THEME/Distro/Anaconda/Header/

Here is where graphic designers provide SVG files with Anaconda Header designs and render them as PNG images.

#### 4.1.1 Designs

Anaconda Header design is stored inside ‘svg/’ directory. The following files are the one you need to change in order to improve Anaconda Header Visual Style. To edit these files you can use a vectorial graphic tool like Inkscape.

**anaconda\_header.svg:** This design is specific for each major releases of CentOS Distribution. There is one final `anaconda_header.png` image for each major release of CentOS Distribution. This design is visible in almost all Anaconda screens. This image is illustrated on Figure 1, and has the following components:

1. The CentOS Symbol.
2. The CentOS Release Brand.
3. The CentOS Default Artistic Motif.

Note that Anaconda Header designs is based on an Artistic Motif (also known as Theme).<sup>3</sup> If you want to improve an existent Artistic Motif then

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<sup>3</sup>To know more about the Artistic Motif concept take a look to the document ‘CentOS Artistic Motif’ in ‘trunk/Manuals/Identity/Themes/Motif/Manual.pdf’.

<b>Marker</b>	<b>Description</b>
=VERSION=	Major release number of CentOS Distribution.

Table 1: Anaconda Header translation markers.

share your ideas with its author before commit any change up to CentOS Artwork Repository. Doing so is polite and enforce our community feeling.

Otherwise, if you have designed a new Artistic Motif you become its author and surely people will ask you about it.

#### 4.1.2 Export Id

In template designs, the export id is used to define the area that will be exported as PNG image. As convention, we use the word ‘CENTOSARTWORK’ as export id. In Inkscape, you can set the export id to a selected object by pressing Ctrl+Shift+O and filling the appropriate fields.

To know what is the area set as export id, in Inkscape you can press Ctrl+F to find it. If it exist, the object holding the string as id is selected. Sometimes, this can be used to verify the design boundaries.

#### 4.1.3 Markers

In template designs, markers are used as replacement pattern to help image translation. When we render images, translation files are applied to template designs to get the final translated image. In order to have the appropriate translation, markers should match both in template design and translation files.

In Anaconda Header, markers are used only in the file anaconda\_header.svg, specifically to set the major release number of CentOS Distribution in CentOS Release Brand.

Markers used in Anaconda Header design templates and translation files are described in Table 1.

#### 4.1.4 Images

Anaconda Header final images are stored inside ‘img/’ directory. Final images are rendered using the render.sh script (see section 4.1.6).

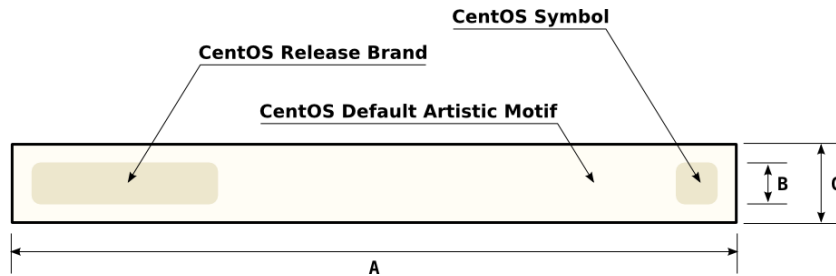


Figure 1: Anaconda Header design model.  $A = 800$  pixels,  $B = 48$  pixels,  $C = 88$  pixels.

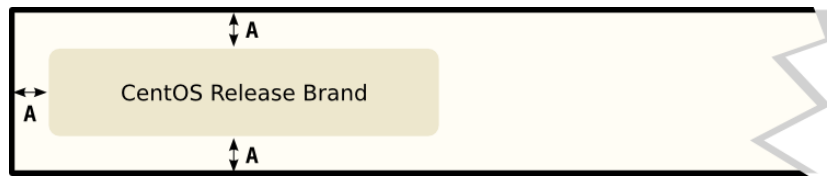


Figure 2: Anaconda Header left side.  $A = 20$  pixels.

#### 4.1.5 Models

trunk/Identity/Model/Distro/Anaconda/Header/

Here is where graphic designers provide SVG files with firstboot design models and render them. A design model is a representative image used to illustrate key components inside a specific design. Design models are frequently used in documentation.

Anaconda Progress design model is shown in Figure 1, Figure 2, Figure 3.



Figure 3: Anaconda Header right side.  $A = 20$  pixels.

### 4.1.6 Rendering

To render images you need to execute the `render.sh` script. This script does the appropriate calls and applies translations (see section 4.2) to template designs to create translated images. The `render.sh` script has the following form:

```
./render.sh 'REGEX'
```

The `REGEX` argument is optional. It is used to reduce the amount of images you want to render. It is a `posix-egrep` regular expression pattern, applied against the translation path.

## 4.2 Translations

`trunk/Translations/Themes/Distro/Anaconda/Header/`

Here is where translators locale images. Image localization is defined inside `.sed` files, also known as translation files. Translation files can be common or specific. The given organization of translation files defines the translation path.

### 4.2.1 Common Translations

Common translation files contain common localization or no localization at all for their related images. They are in the root directory of the translation path. Common translation files create common images for all major releases of CentOS Distribution.

### 4.2.2 Specific Translations

Specific translation files hold specific localization for their related images. Specific translation files are not in the root directory of the translation path. Specific translation files are inside directories which describe the type of translation they are doing.

### 4.2.3 Translation Path

Translation path is where we organize common and specific translation files. Translation path is also used as reference to build the path of rendered images inside image directory (see section 4.1.4).

When rendering images, if no REGEX argument is provided to `render.sh`, all translation files in the translation path are read and as consequence one image is rendered for each one of them. The image name is the same name of translation file but with the extension `.png`.

When rendering images, if you want to render one or more, but not all images, you need to look into the translation path and create a regular expression pattern that match the translation path or paths related to the image or images you want to render. For example if we only want to render the CentOS 5 `anaconda_header.png` image then we can do:

```
./render.sh '5/anaconda_header'
```

If we want to render `anaconda_header.png` for CentOS 5 and 6 but not `anaconda_header.png` for CentOS 4 and 3, then we can do:

```
./render.sh '(5|6)/anaconda_header'
```

When using REGEX note that pattern is applied to the entire translation path. The regular expression pattern that you use should match it in order to be valid. Otherwise it will fail, and if nothing match the translation path, nothing is rendered. It is not the same to say `'5/anaconda_header'` that `'anaconda_header'`, the first expression match but the last one does not.

When using REGEX note that you don't need to specify the file extension. They are removed from translation path before applying the REGEX pattern, so they don't count here.

## 4.3 Manuals

`trunk/Manuals/Identity/Themes/Distro/Anaconda/Header/`

Here is where we prepare the documentation you are reading right now. If you want to help improving Anaconda Header Visual Style Manual this is the place you need to go.

## 4.4 Scripts

### 4.4.1 Rendering

The rendering process is invoked by the `render.sh` script. Each section, where rendering is automated, has a `render.sh` script inside it. You use the section's `render.sh` script to start a rendering process specific to that section. The work of each section's `render.sh` script is calling a common pre-rendering script which defines the way rendering is performed.

### 4.4.2 Pre-rendering

`trunk/Scripts/Identity/Themes/Distro/Anaconda/Header/`

Here is where Anaconda Header pre-rendering script is stored. The pre-rendering script is the first script called when the `render.sh` script is executed by you. In the pre-rendering script you define what translation files apply what design template. You can also configure some post-rendering actions.

### 4.4.3 Post-rendering

Post-rendering actions are configured in the pre-rendering scripts and defined inside rendering functions to extend their functionality. Post-rendering actions are applied to files, one by one, once they have been rendered. The following are common post-rendering actions you may find:

**renderFormats:** The `renderFormat` post-rendering action is common to all image rendering. After rendering the PNG image, the `renderFormats` post-rendering action is applied to produce images in specific formats (i.e. `tif`, `ppm`, `pdf`, `xpm`, etc.), using the previous PNG image as base.

**renderSyslinux:** The `renderSyslinux` post-rendering action is specific to Anaconda Prompt rendering. After rendering the PNG image of your design, the `renderSyslinux` post-rendering action is applied to produce the LSS16 image format, using the previous PNG image as based.

**renderGRUB:** The `renderGRUB` post-rendering action is specific to GRUB image rendering. After rendering the PNG image of your design, the `renderGRUB` post-rendering action is applied to produce the 14 colors `xpm.gz` file, using the previous PNG image as based.

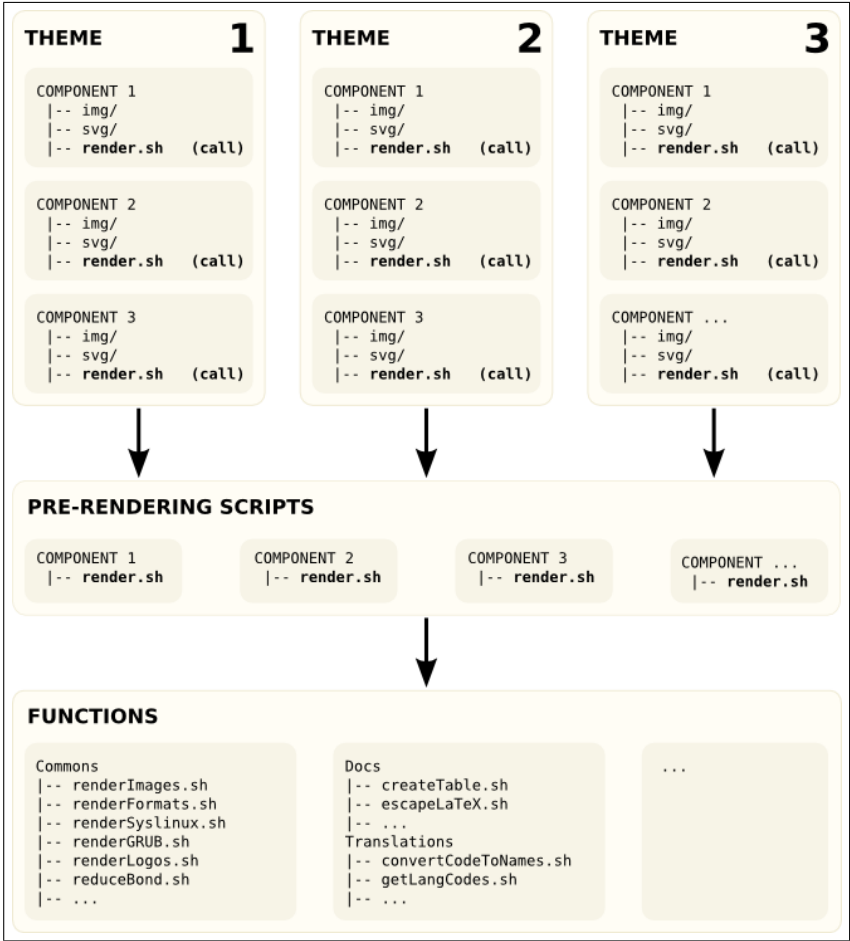


Figure 4: Rendering design model.



## 5 Rebranding

To comply with upstream redistribution policy, the CentOS Project removes all upstream brands and artworks from CentOS Distribution. The CentOS Project has its own brand and its own artwork. The CentOS Brand and CentOS Artwork are what the CentOS Project uses in CentOS Distribution.

The action of removing upstream brands and artworks and add CentOS brands and artworks is what we call rebranding.

CentOS Brands and artworks are organized inside CentOS Artwork Repository. The CentOS Artwork Repository is maintain by CentOS Artwork SIG which is formed by CentOS Community People.

When rebranding use original names as much as possible. Do not rename original file names if you don't need to. To rebrand the original file information, update just the file content using the 'cp' command or something similar.

### 5.1 Images

The following list shows relation between SRPM packages and image files you need to modify in order to rebrand Anaconda Header artwork correctly.

#### 5.1.1 redhat-logos

The `redhat-logos` package contains files created by the CentOS Project to replace the Red Hat “Shadow Man” logo and RPM logo. The Red Hat “Shadow Man” logo, RPM, and the RPM logo are trademarks or registered trademarks of Red Hat, Inc.

The following files in `redhat-logos` need to be rebranded:

```
/usr/share/anaconda/pixmaps/  
|-- anaconda_header.png
```

Once you rebrand the image files inside the `redhat-logos` SRPM package, you need to rebuild it with the new brand information. Relevant files to

### 5.2 Messages Locale

Anaconda Progress doesn't have messages locale. Slides images are translated as described in section 4.1, and section 4.2.

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