# Snapping like hell(sworth)!

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### lalala

### What you will learn:

- What the hellsworth are snaps;)
- How to snap GNOME applications with a few different examples

#### Setup:

#### Create working dir:

```
~$ mkdir snap-examples && cd snap-examples
```

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Example #1

# Hello World

# Gtk Hello World - What are we even doing?

#### What to expect:

- Use GNOME's Gtk Hello World example to compile binary
- Step-by-step process crating snapcraft.yaml
- Iterative build

#### Key Concepts:

- Basic metadata, apps, parts
- How to include runtime dependencies (stage-packages)
- Dump plugin
- Local source
- build and test

# Gtk Hello World - Make the App

How to make the hello world: <a href="https://www.gtk.org/docs/getting-started/hello-world">https://www.gtk.org/docs/getting-started/hello-world</a>

#### Setup working directory

```
~/snap-examples$ mkdir -p hello-world-gtk/src && cd hello-world-gtk/src
```

#### Copy the script into hello-world-gtk.c, and compile the binary:

```
{\tt ~/snap-examples/hello-world-gtk/src\$~gcc~\$(pkg-config~--cflags~gtk4)~-o~hello-world-gtk}
```

hello-world-gtk.c \$(pkg-config --libs gtk4)

#### Test the example

```
~/snap-examples/hello-world-gtk/src$ ./hello-world-gtk
```



# Gtk Hello World - Let's snap it!

We have source + binary

Using your favorite editor, create snapcraft.yaml:

```
~/snap-examples/hello-world-gtk/src$ cd .. 
~/snap-examples/hello-world-gtk$ vim snapcraft.yaml
```

#### Ok what do we need?

- metadata: name, version, summary, description, base, confinement
- apps: list of apps that will be built
- parts: the stuff that builds the apps

### Gtk Hello World - Metadata

```
~/snap-examples/hello-world-gtk$ vim snapcraft.yaml
name: hello-world-gtk
version: '0.1'
summary: Gtk Hello World example
description: A simple Gtk example
base: core22
```

Recommended metadata: <a href="https://snapcraft.io/docs/adding-global-metadata">https://snapcraft.io/docs/adding-global-metadata</a>

Complete list of metadata keys/values: <a href="https://snapcraft.io/docs/snapcraft-top-level-metadata">https://snapcraft.io/docs/snapcraft-top-level-metadata</a>

(Quick grab: <a href="https://github.com/hellsworth/hello-world-gtk">https://github.com/hellsworth/hello-world-gtk</a>)

confinement: strict

# Gtk Hello World - Apps

```
~/snap-examples/hello-world-gtk$ vim snapcraft.yaml
apps:
   hello-world-gtk:
      command: src/hello-world-gtk
      plugs:
      - x11
      - wayland
```

### Gtk Hello World - Parts

```
~/snap-examples/hello-world-gtk$ vim snapcraft.yaml
parts:
  hello-world-gtk:
    plugin: dump
    source: .
    stage-packages:
        - libgtk-4-1
```

For a complete list of metadata keys/values: <a href="https://snapcraft.io/docs/adding-parts">https://snapcraft.io/docs/adding-parts</a>

### Gtk Hello World - Build it!

Build command: "snapcraft" with options

- v = print stdout
- -- debug = in case of failure, drop us into build environment
- -- shell = in case of pass, drop us into build environment

### Gtk Hello World - Install and Run it!

#### Build command: "snap" with options

-- dangerous = if not installed from store, circumvent store signature

```
~/snap-examples/hello-world-gtk$ sudo snap install hello-world-gtk 0.1 amd64.snap --dangerous
hello-world-gtk 0.1 installed
$ snap run hello-world-gtk
(hello-world-gtk:109667): Gtk-WARNING **: 14:50:30.500: Locale not supported by C library.
      Using the fallback 'C' locale.
Gsk-Message: 14:50:30.710: Failed to realize renderer of type 'GskGLRenderer' for surface
'GdkX11Toplevel': libEGL not available
(hello-world-qtk:109667): Gtk-CRITICAL **: 14:50:30.759: Unable to connect to the accessibility
bus at 'unix:path=/run/user/1000/at-spi/bus 1,quid=65774ea9c81c70feb5c5007163669b8e': Could not
connect: Permission denied
Gdk-Message: 14:50:30.760: Failed to get file transfer portal: Could not connect: Permission
denied
```



### Gtk Hello World - Extra Credit

Dani - do we want to talk about the errors and leave it as an exercise to the attendee to fix them? Or do you have thoughts on what to fix?

Example #2

# Local deb

# Staging local deb

### What to expect:

 Learn how to build a snap from a local deb (could be a proprietary package or deb provided from somewhere else

# extension-manager: Building the yaml for the deb

#### We have a deb binary from somewhere: gnome-shell-extension-manager

```
~/snap-examples$ mkdir -p extension-manager && cd extension-manager 
~/snap-examples/extension-manager$ apt download gnome-shell-extension-manager
```

#### Using your favorite editor, create snapcraft.yaml:

```
~/snap-examples/extension-manager$ vim snapcraft.yaml
```

#### Ok what do we need? Same stuff as before:)

- metadata: name, version, summary, description, base, confinement
- apps: list of apps that will be built
- parts: the stuff that builds the apps

## extension-manager - Metadata

```
~/snap-examples/extension-manager$ vim snapcraft.yaml

name: extension-manager

version: '0.1'

summary: Utility for managing GNOME Shell Extensions

description: The GNOME shell extension manager is a tool for helping you manage your installed GNOME shell extensions.

base: core22

confinement: strict
```

Recommended metadata: <a href="https://snapcraft.io/docs/adding-global-metadata">https://snapcraft.io/docs/adding-global-metadata</a>

Complete list of metadata keys/values: <a href="https://snapcraft.io/docs/snapcraft-top-level-metadata">https://snapcraft.io/docs/snapcraft-top-level-metadata</a>

(Quick grab: <a href="https://github.com/hellsworth/extension-manager-snap">https://github.com/hellsworth/extension-manager-snap</a>)

# extension-manager - Apps

```
~/snap-examples/extension-manager$ vim snapcraft.yaml
apps:
 extension-manager:
     command: usr/bin/extension-manager
     extensions: [gnome]
     plugs:
         - x11
         - wayland
```

## extension-manager - slots

```
~/snap-examples/extension-manager$ vim snapcraft.yaml
slots:
    extension-manager:
        interface: dbus
        bus: session
        name: com.mattjakeman.ExtensionManager
```

For a complete list of metadata keys/values: <a href="https://snapcraft.io/docs/adding-parts">https://snapcraft.io/docs/adding-parts</a>

(Quick grab: <a href="https://github.com/hellsworth/extension-manager-snap">https://github.com/hellsworth/extension-manager-snap</a>)

### extension-manager - parts

```
~/snap-examples/extension-manager$ vim snapcraft.yaml
parts:
  extension-manager:
     plugin: dump
     source: gnome-shell-extension-manager 0.4.0-0ubuntu1 amd64.deb
     source-type: deb
     build-packages:
       - libtext-engine-dev
     stage-packages:
       - libtext-engine-dev
```

For a complete list of metadata keys/values: <a href="https://snapcraft.io/docs/adding-parts">https://snapcraft.io/docs/adding-parts</a>

(Quick grab: <a href="https://github.com/hellsworth/extension-manager-snap">https://github.com/hellsworth/extension-manager-snap</a>)

### extension-manager - Build it!

Build command: "snapcraft" with options

- v = print stdout
- -- debug = in case of failure, drop us into build environment
- -- shell = in case of pass, drop us into build environment

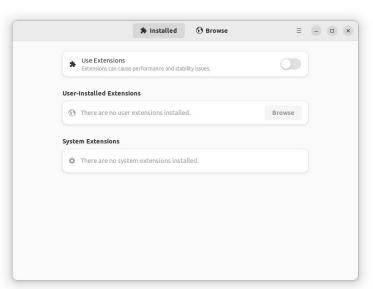
## extension-manager - Install and Run it!

#### Build command: "snap" with options

-- dangerous = if not installed from store, circumvent store signature

~/snap-examples/extension-manager\$ sudo snap install extension-manager\_0.1\_amd64.snap --dangerous extension-manager 0.1 installed

\$ snap run extension-manager



Example #3

# Stepping it up

## gnome-calculator example

### What to expect:

• Look at a more advanced example:

https://github.com/ubuntu/gnome-calculator.git

#### Key Concepts:

- build-snaps / cleanup
- override-build, override-prime
- meson plugin
- Remote source
- build and test

Your turn! (let's snap \*your\* app)



Thank you. Questions?