

# Want to impress your friends with Linux? Use 3D-Desktop!

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3D-Desktop is pager (desktop switcher) that gives you a very impressive 3D overview of all your desktops and also allows you to switch between your desktops in a very fancy 3D box type way.

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1. Installing 3D-Desktop
  2. How 3D-Desktop allows you to impress people
  3. Assign some keyboard shortcuts that make make 3D-Desktop switch from one desktop to another.
    - ◆ 3.1. How to use 3D-Desktop with your window manager
    - ◆ 3.2. Using 3D-Desktop with Fluxbox
  4. Configuration
-

# 1. Installing 3D-Desktop

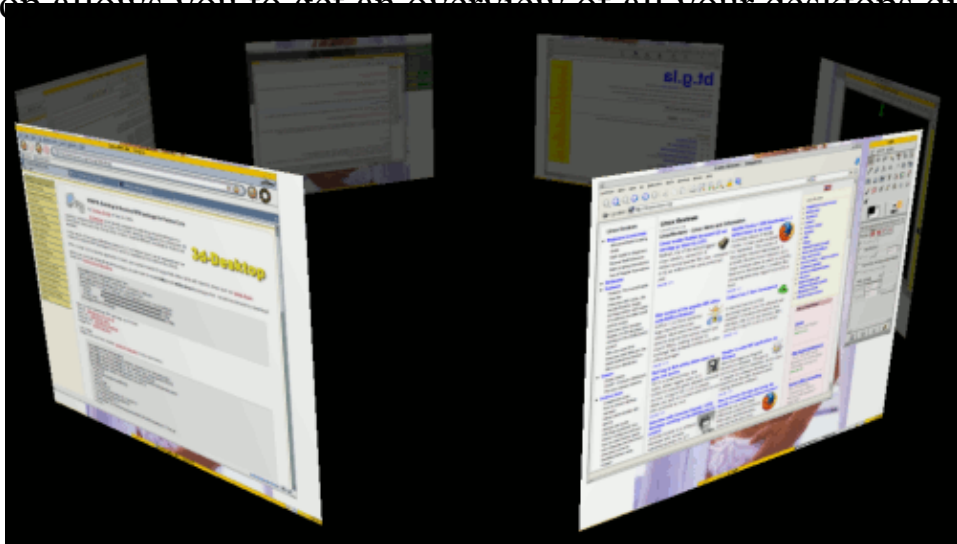
Binary Packages for 3D-Desktop are not available for all distributions, but the source is. May the source be with you.

- Fedora Core users: [HOWTO: Building 3d-Desktop RPM package for Fedora Core](#)
- Gentoo users: `emerge 3ddesktop`

Verify that your X server is accelerated (with the command `glxinfo`) using proper 3D video drivers for your card. Nvidia owners can obtain drivers from [nvidia.com](http://nvidia.com).

## 2. How 3D-Desktop allows you to impress people

3D-Desktop allows you to get an overview of all your desktops displayed in 3D.



```
(3ddesk --view=carousel)
```

It also has a feature that allows you to go from one desktop to another and view the desktops move like the side of a cube.

*Thanks to Savred*

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```
(3ddesk --gotoleft --nozoom)
```

# 3. Assign some keyboard shortcuts that make make 3D-Desktop switch from one desktop to another.

The standard keyboard shortcuts for this purpose today are:

- Tux/Windows-key + Left Arrow and Arrow Right
- Ctrl+Alt+ Left Arrow and Arrow Right

(Defaults in KDE 3.1 and Gnome).

## 3.1. How to use 3D-Desktop with your window manager

```
usage: 3ddesk [ OPTIONS ]
```

Activates the 3d Desktop. 3ddeskd daemon must be running.

Where OPTIONS are:

<code>--view=xxx</code>	Uses the options from the view in 3ddeskd
<code>--mode=xxx</code>	Sets the arrangement mode (one of carousel, cylinder, linear, view, priceisright, flip, or random)
<code>--acquire[=#]</code>	Grab images for all the desktops by cycling (sleep for x millisecs at each screen for #)
<code>--acquirecurrent</code>	Grab image for current desktop
<code>--nozoom</code>	Disable the zoom out
<code>--gotoright</code>	Goto the desktop to the right
<code>--gotoleft</code>	Goto the desktop to the left
<code>--gotoup</code>	Goto the desktop to the up
<code>--gotodown</code>	Goto the desktop to the down
<code>--goto=#</code>	Goto specified column (deprecated)
<code>--gotocolumn=#</code>	Goto specified column
<code>--gotorow=#</code>	Goto specified row
<code>--dontexit</code>	Don't exit after a goto

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```
--stop           Stop 3ddesktop (kill 3ddeskd daemon)
--reload         Force a reload of 3ddesktop.conf
--noautofun      Don't Automatically turn on Fun Mode
--revmousewheel Reverse the mousewheel
--swapmousebuttons Swap the mousebuttons
--altmousebuttons Use alternate mousebuttons scheme
```

You will want to assign the arrow keys to run 3ddesk

`--view=goright` and `3ddesk --view=goleft`. It may be preferable to use `--nozoom` because the zooming part simply takes too long. Using the window managers own method of switching between desktops will always be much more efficient. 3ddesk will make you less productive, but it will, as said, allow you to impress heavily.

The `--mode=` option allows you to impress in different ways: `carousel`, `cylinder`, `linear`, `viewmaster`, `priceisright`, `flip`, or `random`.

```
3ddesk --mode=viewmaster
```

## 3.2. Using 3D-Desktop with Fluxbox

Fluxbox users can add this to `~/.fluxbox/keys` and get the really cool `go-<direction>` desktop switching using 3D-Desktop. This just scrolls like you are viewing a cube from one desktop to another.

```
# Use 3ddesk to change desktop
Mod4 KP_6 :ExecCommand 3ddesk --gotoright --nozoom
Mod4 Right :ExecCommand 3ddesk --gotoright --nozoom
Mod4 KP_4 :ExecCommand 3ddesk --gotoleft --nozoom
```

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```
Mod4 Left :ExecCommand 3ddesk --gotoleft --nozoom
```

```
Mod4 Down :ExecCommand 3ddesk --view=carousel
```

- **Mod4 is the Tux/Windows key on the left side of modern keyboards.**
  - ◆ `Mod4 Left :ExecCommand...`
- **You can use Mod1+Ctrl (Mod1 is Alt, so Alt+Ctrl) instead of Mod4 if you are using a very old keyboard:**
  - ◆ `Mod1 Ctrl Left :ExecCommand...`

This also allows you to get an overview of your desktops with `Alt + Arrow Down`:

```
3ddesk --mode=carousel
```



# 4. Configuration

You can configure the default behavior for 3D-Desktop system-wide in the file `/etc/3ddesktop.conf`.

```
view          default    ## this is the default if no --view spec
zoom          on
show_digit    on
digit_size    100
digit_color   green
use_breathing false
```

You can configure how big the numbers showing the desktop should be, and other eye-candy related things.

The most interesting use for this file is to create custom views:

```
view          goright
zoom          off
mode          cylinder
gotoright     on

view          goleft
zoom          off
mode          cylinder
gotoleft     on
```

This will enable you to start 3D-Desktop with `--view=goleft` and `--view=goright` using those preferences.

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```
3ddesk --mode=linear
```

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