Nemo Mobile - How to contribute

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About the project

• Continuation of MeeGo Community Edition (CE)
• Renamed to Nemo Mobile on 18th of October 2011
• Decisions made by Steering Group
  • Next SG elected 14th of February
• Open for all contributors
The base of Nemo

- Based on Mer Core [http://merproject.org/](http://merproject.org/)
  - systemd, Xorg, connman, ofono, qt, etc.
- Images published for N900, N950 and i586 (e.g., exopc, ideapad)
- More hardware adaptations available in the community
  - All hardware adaptations are located in separate projects without connections to UX
  - New adaptations welcome
User Experience

- Maliit Virtual Keyboard
- MeeGo Touch Framework (MTF) based UX (former MeeGo Handset UX)
- Mostly QML based applications
- Dialer, Browser, SMS, ...
Applications...

- Most of apps done with QML and contributed by the community, e.g., maps, flickr, calculator, ...
Applications...

... irc, apps for meego client, ...

Also mostly compatible with MeeGo 1.2 Harmattan (N9/N950) applications!
How to contribute to the project?

• Testing images and reporting bugs
  • http://repository.maemo.org/meego/Nemo/
  • https://bugs.nemomobile.org/

• Fixing bugs
  • OBS: http://wiki.merproject.org/wiki/Nemo/OBS

• Creating new applications (QML preferred): e-mail, clock, videoplayer, SMS…

• Improving documentation
  • http://wiki.merproject.org/wiki/Nemo
OBS Project structure

**Mer:fake:Core**
Project containing the latest mer release from http://releases.merproject.org/
Qt, Xorg, Commmon, ofono, pulseaudio, ...

**CE:MW:Shared**
Components that are common to many of the MW, UX and Application layers
Maliit, Ohm, ...

**CE:MW:MTF**
[MeeGo Touch Framework Middleware components]
lbomeegotouch, libconteetaction, meegotouch-applauncherd, ...

**CE:UX:MTF**
[MTF based UX]
mtf-home, mtf-systemui, mtf-controlpanel, ...

**CE:Apps:MTF**
[Apps based on MTF components]
flickr-qml, irc-chatter, meego-terminal, ...

**CE:Apps**
[Applications compiled against CE:MW:Shared, not depending on any other MW components]

**CE:MW:**

**CE:Utils**
[Mainly console based utilities compiled against Mer:Core]
screen, lynx, wget, ...

**CE:Adaptation:**

**CE:Adaptation:**

**Adaptations**
[Compiled against Mer:Core]

User Experience and Middleware projects
[Compiled against Mer:Core]

Only packages in projects that are above a certain project are available at compile time.
Community

- Our community is quite small
- We don't bite, so feel free to ask any questions related to Nemo Mobile at IRC and mailing list
Contact Information

- Mailing list
  - http://wiki.merproject.org/wiki/Mailing_lists
- IRC: #nemomobile @ Freenode
- Meetings at #mer-meeting IRC channel in Freenode, e.g. bug triage and SG meeting
  - http://wiki.merproject.org/wiki/Meetings