

Moebius

How To Change Menu Icon Sizes

1 – Locate the folder of the theme you are currently using. Example : the folder of the theme “Nuvola” in a standard gnome installation under U.E 2.3 is ‘/usr/share/themes/Nuvola’.

2 – Find the file ‘gtkrc’. If you find more than one gtkrc, choose the one that is “compatible” with the gtk version in use.

Example: I used the file ‘/usr/share/themes/Nuvola/gtk-2.0/gtkrc’.

3 – Open the file ‘gtkrc’ with a (simple) text editor (or right click, choose scripts then gedit-root)

Example:’ sudo gedit /usr/share/themes/Nuvola/gtk-2.0/gtkrc ‘.

4 – Edit the line whose first field is gtk-icon-sizes so that the panel-menu field has the icon size that you want.

Example : I modified the line that reads : gtk-icon-sizes = “panel-menu=16,16” into gtk-icon-sizes = “panel-menu=24,24”.

5 – Save the gtkrc file and exit.

6 – Logout from your desktop. Log into your desktop. The icons in the menu should now have a larger size.

JOHNNYG

--> Compiz 3D models "How To" <--
To install 3D models in your compiz cube
(just the models not the plugin itself)
[9.04 jaunty]

-#1 Go here and download the 3d models you want, (I am running Deepspace, earth and moon, EvE and Rancor, But as you may have guessed I have them all!)

<http://forum.compiz-fusion.org/forumdisplay.php?f=130>

Unpack the tar.gz and open the folder, look for the .obj file that is the working file, you also want to open the file to see if there is another ta.gz in it that has another model, Create a new folder in your home folder, Name it 3d models, Put all your unpacked model folders in your 3D model folder in your home folder, Do what you want with the tar.gz (I make a folder for storage and put

it away for back-up)

**-#2 Open CCSM > (shut down Atlantis and gears for now If you have them running)
open cube 3D models Click "new" a new window will open click the folder icon and navigate to
your 3D models folder, Find the model you want, Open that folder, Click on the .obj file, Your
model is now loaded.**

**-#3 click the "scale factor" once, This is preset to 0.0100, Sometimes the model is too small at that
setting and you can't see it, BE CAREFUL with this setting only one or two clicks is good at this
point until you see the effect it will have, Too many and your model will overwhelm your cube,
They get real big real fast! With all the settings at their default positions, Transform, Into your
cube, Model should appear in the bottom right of your cube,(at this point I recommend you make
your desktop transparent so you don't have to keep deforming your desktop to see the
adjustment you are making, And either "roll up" the main CCSM or send it to another desktop,
SLOWLY make adjustments until you achieve the desired position, Slowly bring up the rotation
speed, I find at this point animation will spin and turn with the "model type" set to still (I haven't
had a lot of time to experiment yet),Go ahead and make slow adjustments and experiment with
the settings, Not all the settings will be the same for other models, Some not even close, So you will
have to make adjustments accordingly, Once you have the hang of it, Install your next model as
above, You can install as many as your system's video card will handle! You may also activate
Atlantis and or gears(at this point you will probably say good by to gears!) THATS IT!**

**NOTE : Some models have very large files some at over 150mb due multiple models in the file.
Some models are very system heavy, and some light as a feather, there are other models on the
net, Some work some don't. Also,At this point the only file type that I have found will operate
is .obj, Other 3D model files can be imported to blender then exported as a .obj file.**

**ALSO : If the model file has a lot of .obj files, that is an animation, load the first .obj file and the
plugin will take care of the rest!**

Have fun!

Johnnyg