
Getting Things GNOME! Documentation

Release 0.3.1

The GTG Team

December 20, 2015

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Getting Things GNOME! (GTG) is a personal tasks and TODO-list items organizer for the GNOME desktop environment inspired by the Getting Things Done (GTD) methodology. GTG is designed with flexibility, adaptability, and ease of use in mind so it can be used as more than just GTD software.

GTG is intended to help you track everything you need to do and need to know, from small tasks to large projects.

- [User level documentation](#)

Documentation for developers:

1.1 Contributing to GTG

GTG uses [Git](#) for versioning. It might be useful to take a look at this [Git tutorial](#) first.

1.1.1 Getting the code

Get the latest version of the code on [GitHub](#). We suggest forking the master branch at first. Then clone the forked master to your local:

```
$ git clone https://github.com/YOUR_GITHUB_USERNAME/gtg.git
```

Launch GTG with debugging data (so it doesn't mess with your data):

```
$ cd path/to/gtg
$ ./gtg.sh
```

1.1.2 Choosing a feature to work on

If you are a happy user of GTG and nothing bothers you but you would like to contribute you can:

- choose a bug from our [Love bugs list](#) and try to solve
- ask people on IRC channel [#gtg](#) on [irc://irc.gimp.org/#gtg](#)
- ask on our [mailing list](#)

1.1.3 Working on the feature in a branch

You have your local copy of the code (see “Getting the code”). Now, create a local branch of your local branch (yes, it is):

```
$ cd path/to/gtg
$ git checkout -b cool-new-feature
```

When working with GitHub, it's a good idea to keep your local *master* branch as a pristine copy of master on GitHub.

Hack, add and commit your changes:

```
$ git add names_of_changed_files
$ git commit -m "description of your changes"
```

Repeat as much as you want. Don't hesitate to abuse the local commits. Think of *commit* like *quick save* in a video game :)

Run the units tests to see if all is fine:

```
$ make check=python3
./run-tests
.....
-----
Ran 11 tests in 0.063s

OK
```

Modify CHANGELOG to reflect your changes. If it's your first contribution, add yourself in the AUTHORS file with your email address.

If the master has been updated while you were hacking, you should update your local master branch, and merge modification in **your** branch:

```
$ git checkout master
$ git pull origin master
$ git checkout cool-new-feature
$ git merge master
```

When you have done some changes or solved a bug, add and commit the changes. Afterwards, you need to push your work to your own fork on GitHub (where cool-new-feature is the name of your local branch which you changed.):

```
$ git push origin cool-new-feature
```

If you have made changes and pushed them to your forked master branch on GitHub, you can do a pull request to merge your work with the original GTG master. To do this, go to your account on GitHub and click on "New Pull Request".

Create a pull request and comment on the corresponding bug. (Open one if there is none). Add the tag *toreview* to the bug in GitHub. This is very important and ensures we are not letting a patch rotting.

You can file a bug at <https://github.com/getting-things-gnome/gtg/issues/new>

If your branch is solving specific reported issue, please include the number of the issue in the commit message or the pull request description. This will enable others to quickly navigate to the issue being solved.

For more detailed information, see the **HACKING** guide included in the GTG code.

2.1 gtg(1)

2.1.1 SYNOPSIS

gtg [options]

2.1.2 DESCRIPTION

Getting Things GNOME! is a personal tasks and TODO-list items organizer for the GNOME desktop environment inspired by the Getting Things Done (GTD) methodology. GTG is designed with flexibility, adaptability, and ease of use in mind so it can be used as more than just GTD software.

GTG is intended to help you track everything you need to do and need to know, from small tasks to large projects.

GTG uses a very handy system for creating and editing tasks. The task editor can automatically recognize metadata such as tags and subtasks through the use of a very simple syntax.

2.1.3 OPTIONS

- b, --boot-test** Boot-up only. Causes gtg to exit immediately after completing the first iteration of the main loop. Useful for boot performance testing work.
- c, --no-crash-handler** Disable crash handler. Causes the Apport automatic crash reporting utility to not be invoked when gtg crashes; instead it will print out a normal python backtrace. This can be useful for debugging crash bugs, or if the crash handler is misbehaving.
- d, --debug** Debug mode. Prints extra information to the console which may be useful for understanding and reporting bugs.
- h, --help** Prints some information about gtg's usage and options.
- l, --local-liblarch** Use local liblarch. Look for the liblarch python library in ../liblarch. This is mainly useful for testing purpose.
- t TITLE, --title=TITLE** Set the window's title to TITLE.
- v, --version** Prints version and exits.

2.1.4 COPYRIGHT

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2.2 gtg_new_task(1)

2.2.1 SYNOPSIS

```
gtg_new_task [-h | -help] [-i | -interactive]
```

2.2.2 DESCRIPTION

gtg_new_task creates a new task in the Getting Things GNOME! organizer for the GNOME desktop via the DBUS message bus. Getting Things GNOME! must be running for the command to work.

Options

[-h | -help] Shows a brief usage help.

[-i | -interactive] Accepts a task description via stdin.

2.2.3 SEE ALSO

gtg (1)

2.2.4 BUGS

Please report any bug you may experience to the **GTG** Developers, that can be reached at <https://launchpad.net/gtg>

2.2.5 COPYRIGHT

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2.3 gtcli(1)

2.3.1 SYNOPSIS

```
gtgcli [options] COMMAND [command options]
```

2.3.2 DESCRIPTION

gtgcli provides a handy command-line interface to GTG. It allows one to list and modify your task directly from the command line. It also allows one to interact with GTG using shell scripts.

2.3.3 OPTIONS

-h, --help Prints some information about gtg's usage and options.

2.3.4 COMMAND OPTIONS

new Creates a new task.

show <tid> Display task with <tid> task ID.

edit <tid> Opens the GUI editor for the task with <tid> task ID.

delete <tid> Removes task with <tid> task ID.

list [alltoday|<filter>|<tag>] List tasks corresponding to the given attributes.

search <expression> Search tasks corresponding to <expression>. Read the documentation from GTG's help to know more about the search query syntax.

count [alltoday|<filter>|<tag>] Outputs the task count for all the task corresponding to the given attributes.

summary [alltoday|<filter>|<tag>] Report how many tasks starting/due each day.

postpone <tid> <date> Updates the start date of the task with <tid> task id to <date>.

close <tid> Sets state of task identified by <tid> to done.

browser [hideshow] Hides or shows the task browser window.

2.3.5 SEE ALSO

gtg (1)

2.3.6 BUGS

Please report any bug you may experience to the **GTG** Developers, that can be reached at <https://launchpad.net/gtg>

2.3.7 COPYRIGHT

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Release notes

3.1 v0.3.1

Released: 24/11/2013

After about 12 months of very active development, the GTG team is proud to announce the release of Getting Things GNOME! 0.3.1!

This version is packed with an amazing amount of bug fixes and many novelties! The goal with 0.3.1 was to refactor several of its existing functionalities and improve the codebase. A lot of time was spent on improving the plugins. In the process we have fixed lots of bugs and have made a few feature enhancements!

3.1.1 What's new in 0.3.1?

Here's an (incomplete) list of changes. You can see the complete list of changes in our [CHANGELOG](#).

Fixed Hamster Plugin

The Hamster plugin which was used to start a GTG Task as a Hamster activity was not working for some time. It has been fixed. Now tasks can be started in Hamster and they can also be stopped from GTG itself. When a task is closed or deleted, its corresponding hamster activity will be stopped.

GTGOnline!

Parin Porecha started developing a web application for GTG (currently it is named GTGOnline!) as a part of his [Google Summer of Code 2013 project](#). It is [up and running](#). It not only supports the current features of GTG, but also Task Sharing! You can now add users to groups and share your tasks with them! He has also written a synchronization backend to sync tasks and tags with GTGOnline!

Port to python3 and gtk3

Xuan Hu [ported GTG to python3 and gtk3](#) as a part of his [Google Summer of Code 2013 project](#). [Xuan's branch](#) is almost stable and is currently being tested

PEP8ification of the codebase

There were more than 10,000 PEP8 errors in the codebase which have now been removed.

New task keyboard shortcut

Working on another application and need to create a task?

Now it is possible via a keyboard shortcut. Configure it in the settings, and on pressing the shortcut, new task editor will open up!

Translations

All translations were updated.

Stability

We've fixed many bugs causing crashes during this release.

Various other fixes

- Updated and improved plugins: notification area icon, urgency color, export, ...
- 7 new feature enhancements

3.1.2 Thank You

The GTG developer team would like to thank and congratulate all the great people which contributed to this version. You did an amazing work! Thanks also to our many new contributors which joined us during this development cycle!

3.1.3 What's next?

Xuan Hu ported GTG to python3 and GTK3 as a part of his GSoC project. He has done a great job, and his branch is almost stable. During the next months, we plan to test his branch and fix the remaining bugs so that it can be merged for release 0.3.2 Porting to GTK3 has also paved the way for upcoming [redesign of GTG!](#)

We also have many other projects in the pipeline, most notably:

- [collaborative task management](#), a project which has been started by Izidor Matusov during Google Summer of Code 2012.
- Testing and merging GTGOnline! [synchronization backend](#) with the trunk.

3.2 v0.2.2: Protector

After just one month since the last release, the GTG development team is pleased to announce the release of Getting things GNOME! 0.2.2, codename “Protector”. This one is the last of the 0.2.X serie: we have already started breaking everything to make GTG faster and better.

Aside from the tons of bug fixes that ship with every release, this one features a brand new preference dialog and integration with Dockey.

On the new plug-ins side, you'll get one to send tasks via email, another that can import tasks from JSON, and the last one that can delete old closed tasks automatically (which makes GTG faster if you have a huge amount of tasks). The RememberTheMilk plugin is now stable and features tags synchronization. Finally, we support the libindicator library, making GTG “Ubuntu Lucid” ready.

3.3 v0.1.9: “Five curtain calls”

The whole GTG development team is pleased to announce that after months of hard work, we’ve just released a new version of Getting Things GNOME!, codenamed “Five curtain calls”. Don’t even hesitate, rush on our Launchpad project page and download the archive or, if you prefer, download the packaged version for Debian and Ubuntu from our PPA!

The GTG 0.1.9 release is a beta release for the upcoming 0.2, which is due very soon. It packs a *huge amount* of new features, among them:

- support for plugins, thanks to Paulo Cabido’s Google Summer of Code
- already 6 plugins available:
 - Remember the milk synchronization
 - hamster integration
 - bugzilla
 - geolocation
 - tomboy
 - notification area
- improved performances
- support for tag groups
- improved editor UI
- fuzzy due dates

The 0.2 release will also fixes not less than 99 bugs! Thanks to our new GTG developers (Paulo Cabido, Luca Invernizzi and Kevin Mehall), a terrific work has been achieved for 0.1.9!

As this is a beta release, we kindly ask every adventurous testers to help us make the soon-to-come 0.2 a great release by reporting any unnoticed bug to our project page.

Unfortunately, this release also comes with 2 unresolved bugs that worth mentioning:

- A bug with intel GPU drivers in Ubuntu 9.10 distributions may prevent tag color squares from appearing. It seems that upgrading to a newest version of those drivers fixes that. More info on the bug page.
- A GTK bug causes some errors to show on standard output if you run GTG from a terminal, this bug has been reported upstream.

Those 2 bugs are caused by upstream bugs and will only be corrected once the related apps will be fixed, which should happen anytime.

Anyway, we’ll soon come back with a new, shiny, a full-featured 0.2 release that will sure rock. Until then, we hope you’ll like GTG 0.1.9 as much as we do!

3.4 v0.1: “Just 5 minutes more”

Hi, everyone!

The first official release of Getting Things Gnome!, GTG “Just 5 minutes more” 0.1, is out!

GTG is a personal organizer for the GNOME desktop environment, it focuses on ease of use and flexibility, while keeping things simple.

This release is our first. So far GTG supports:

- task edition using a text editor, almost no form fields!
- fast consecutive tasks creation
- tags to sort tasks
- color for tags, to easily differentiate tagged tasks

There are very few differences with the release candidate we published last week.

The software is still a bit in a proof-of-concept state, since in the future we want to test a lot of different functionalities. We'd really like to know what you like and dislike in GTG, so we can organize future work and do what's the most important: provide a program that people love to use because it makes their life better ;-)

Tarballs with the source code are available on our launchpad project page: <https://launchpad.net/gtg/+download> Packages for Ubuntu are also available on our PPA: <https://launchpad.net/~gtg/+archive/ppa>

Now, grab it and tell us what you think! Don't hesitate to discuss with us on our mailing-lists, on IRC (#gtg on GimpNET), or to post bugs on launchpad!

Enjoy!

Indices and tables

- `genindex`
- `modindex`
- `search`