

# Linux Submittal Standards

Due to the variety of Linux GUI's and the fact that the appearance of many of the screen elements we ask to be altered can be affected in multiple dialogs within each of the User Interfaces, it has become impractical to create a comprehensive document outlining all of the possible iterations. In fact many dyed-in-the-wool Linux users think using a GUI is taboo and prefer using Console, Terminal, Command line or whatever the Linux utility is for entering in the code. Therefore, this document gives an overview of the elements to be changed and leaves it to the author to effect those changes in whatever process they deem suitable to them.

## *Hitting the High Points*

1. Title bar and Menu bar background color should be a medium to light neutral gray so that the text stands out sufficiently and the fonts should be set to a bold, black, sans serif font like Helvetica or Arial for the best legibility.
2. Font size should be no smaller than 10 point.
3. Screen resolution should be no higher than 1024 X 768 if at all possible.
4. Monitor color depth should be 24 or 32 bit (Millions of colors)
5. Avoid busy, elaborate desktop themes/schemes and wall paper.
6. Try to shoot dialogs on a white desktop background to make the processing of rounded corner windows easier for graphics technicians.
7. If shooting the entire desktop for inclusion in a book set the background to a medium to light neutral gray.