

Konsole

Input Assistant

Although KDE is normally the place to look for GUI-based tools, everyone needs a terminal emulation. Konsole gives users easy access to the command line on the desktop.

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Although you can use the GUI for most tasks, the command line can still be a useful tool. *Konsole* (<http://konsole.kde.org/>) is a terminal emulation for KDE. There is no need to install *Konsole*, as the program is part of the KDE basic package.

To launch *Konsole*, select *System | Terminal | Konsole* in the KDE start menu, or click the symbol in the panel. Launching *Konsole* opens up a shell and puts you in your home directory. Clicking on the *New* button in the lower left corner of the window will start a new session.

Just like any other KDE program, *Konsole* can be controlled by using menus and dialogs. To set *Konsole* up, select *Settings | Configure Konsole...* In the *General* tab, you can opt for a blinking cursor, specify the characters to be treated as part of a word when you double-click, or set the interval for inactive windows.

The *Schema* tab provides a selection of pre-configured schemes, that is colored backgrounds, different fonts and font sizes. You can point and click to change the appearance of your *Konsole* – and

even opt for a transparent window as shown in Figure 1.

Sessions

The *Session* tab allows you to set up *Konsole* for different tasks. You can select *Midnight Commander* to launch the file manager automatically in a child window, assuming that the *Midnight Commander* application is installed. *Root Konsole* issues the *su* command, and prompts you for the password, before allowing you to assume *root* privileges.

Another thing you can do with *Settings | Configure Konsole... | Session* is to set up a session to run a particular program with specific parameters when launched. To do this, enter the command in the *Execute* textbox (see Figure 2). You can use the pull-down menus to set the keytab assignments for the session, assign a different icon, or color scheme. To make the changes permanent select *Settings | Save Session ...*

The *View* menu allows you to monitor a session for activity. If you have multiple sessions running, this allows you to check for output in minimized window by displaying a light-bulb icon for the window icon in the panel.

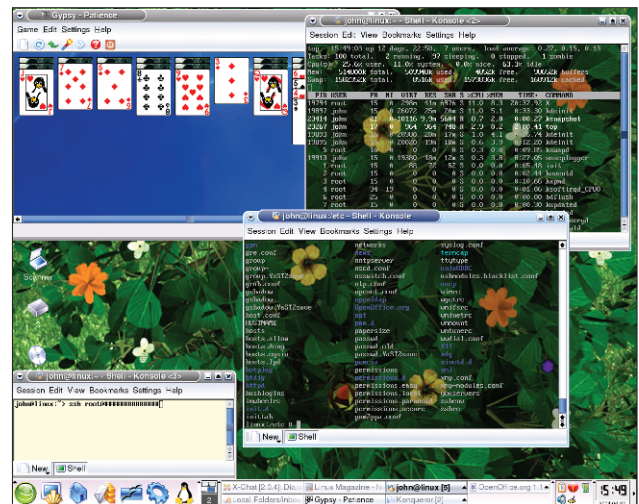


Figure 1: Some Konsoles are transparent.

Besides the typical cut and paste functions, the *Edit* menu has another important *Konsole* function: *Find in History...* Users typically browse the history list in the *Konsole* window, unless they have disabled the history via *Settings | History ...* This function can save you a lot of work.

If you need to save the input and output for a session for perusal at a later date, select *Save History As...* to store the session in a text file. The *Edit* menu also allows you to send signals to active programs, such as *Suspend task (STOP)* or *Continue task (CONT)*.

Just like a Web browser, *Konsole* provides a *Bookmarks* menu. Setting a bookmark allows you to access a specific directory by clicking, for example. You can launch the bookmark editor (*Bookmarks | Edit Bookmarks*) (see Figure 3) to manually enter addresses on remote machines, such as *ssh://user@server-name* or *telnet://servername*.

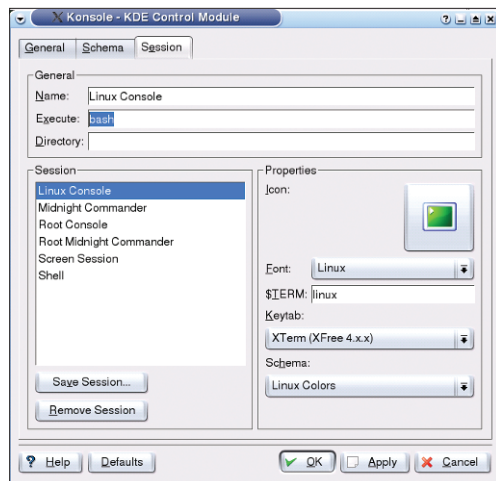


Figure 2: Setting up a session.

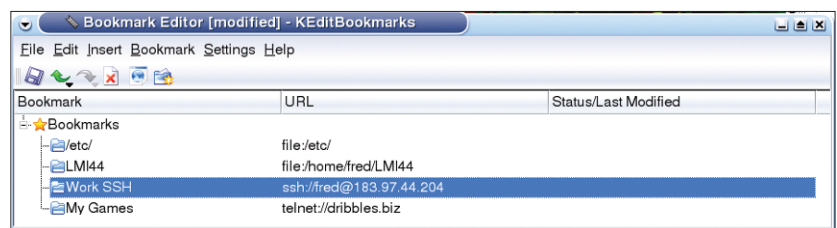


Figure 3: Using the bookmark editor to edit Konsole bookmarks.