



Red Hat Enterprise Linux 9.0 Beta

Getting started with the GNOME desktop environment

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9

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Abstract

This document describes how to use GNOME, which is the only desktop environment available in RHEL 9. It explains the basics of using GNOME Shell and certain GNOME applications.

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MAKING OPEN SOURCE MORE INCLUSIVE

Red Hat is committed to replacing problematic language in our code, documentation, and web properties. We are beginning with these four terms: master, slave, blacklist, and whitelist. Because of the enormity of this endeavor, these changes will be implemented gradually over several upcoming releases. For more details, see [our CTO Chris Wright's message](#).

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 1. Go to the [Bugzilla](#) website.
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CHAPTER 1. LAUNCHING APPLICATIONS IN GNOME

You can launch installed applications using several different methods in the GNOME desktop environment.

1.1. LAUNCHING AN APPLICATION IN THE STANDARD GNOME SESSION

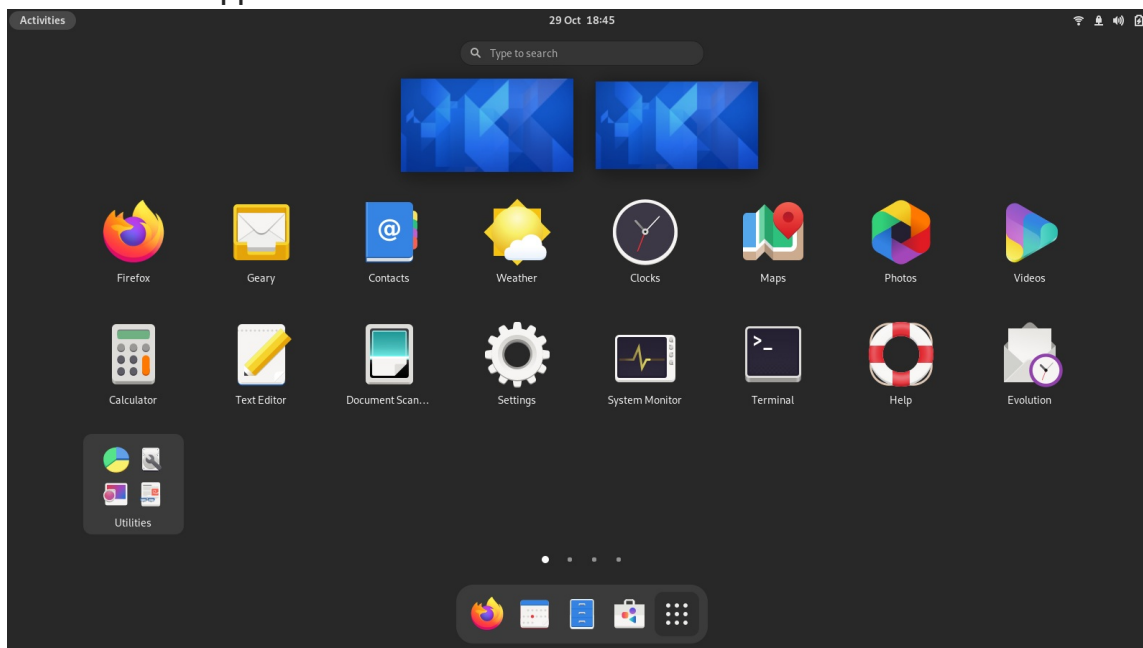
This procedure launches a graphical application in the GNOME desktop environment.

Prerequisites

- You are using the standard GNOME session.

Procedure

1. Open the **Activities Overview** screen using either of the following ways:
 - Click **Activities** in the top panel.
 - Press the **Super** key, which is usually labeled with the Windows logo, **⌘**, or **⌃**.
2. Find the application using either of the following ways:
 - Click the **Show Applications** icon in the bottom horizontal bar.



- Type the name of the required application in the search entry.
3. Click the application in the displayed list.

1.2. LAUNCHING AN APPLICATION IN GNOME CLASSIC

This procedure launches a graphical application in the GNOME Classic desktop environment.

Prerequisites

- You are using the GNOME Classic session.

Procedure

1. Open the **Applications** menu in the top panel.
2. Choose the required application from the available categories, which can include:
 - Favorites
 - Accessories
 - Graphics
 - Internet
 - Office
 - Sound & Video
 - System Tools
 - Utilities

1.3. LAUNCHING AN APPLICATION IN GNOME USING A COMMAND

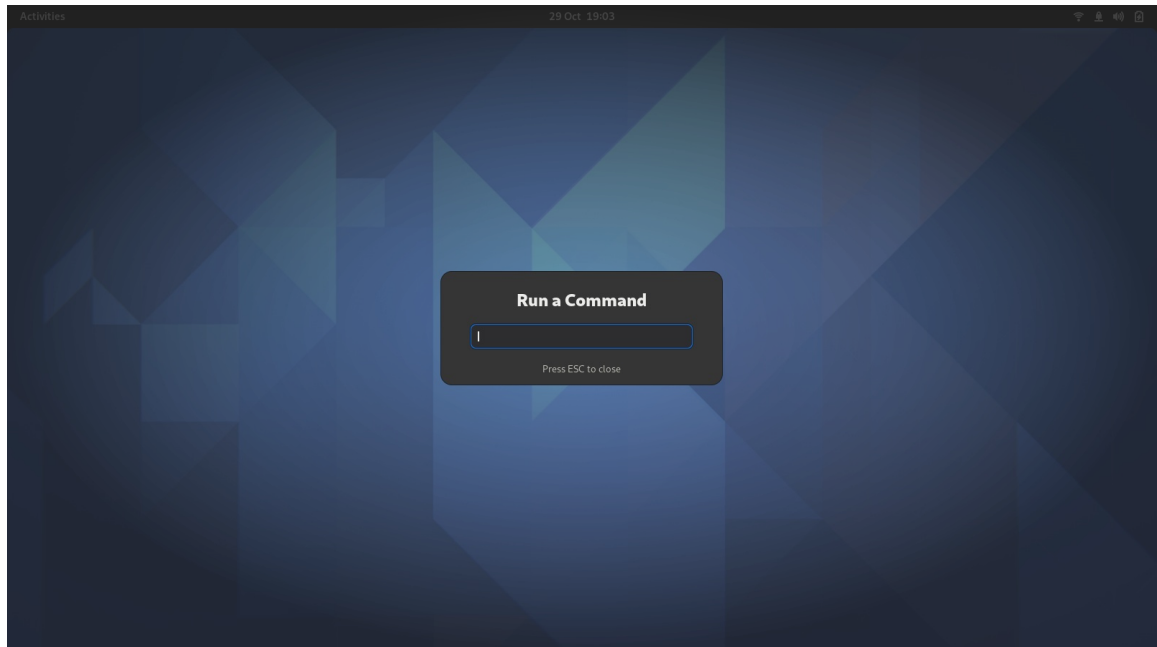
This procedure launches a graphical application in GNOME by entering a command.

Prerequisites

- You know the command that starts the application.

Procedure

1. Open a command prompt using either of the following ways:
 - Open a terminal.
 - Press the **Alt+F2** shortcut to open the **Enter a Command** screen.



2. Type the application command in the command prompt.
3. Confirm the command by pressing **Enter**.

CHAPTER 2. TYPING EMOJI CHARACTERS

You can type emoji characters using several different methods in GNOME, depending on the type of the application.

2.1. TYPING EMOJI CHARACTERS IN GTK APPLICATIONS

This procedure inserts an emoji character in an application that uses the GTK graphical toolkit, such as in native GNOME applications.

Prerequisites

- Make sure that the application is built on the GTK toolkit.

Procedure

1. Open a GTK application.
2. Make sure that a text field is active.
3. Press **Ctrl+;**.
The emoji selection menu opens.
4. Browse the emoji characters or type a keyword that identifies the emoji character that you want to insert, such as **smile**.
For the full list of keywords associated with emoji characters, see the *Other Keywords* column on the [Emoji List](#) page.
5. Click the selected character, or navigate to it using the cursor keys and press **Enter**.

Verification

- Check that the intended emoji character now appears at your cursor.

2.2. TYPING EMOJI CHARACTERS IN ANY APPLICATIONS

This procedure inserts an emoji character in any application, regardless of the graphical toolkit that the application uses.

Procedure

1. Open an application.
2. Make sure that a text field is active.
3. Press **Ctrl+.**.
The underscored letter **e** appears at your cursor.
4. Type a keyword that identifies the emoji character that you want to insert, such as **smile**.
For the full list of keywords associated with emoji characters, see the *Other Keywords* column on the [Emoji List](#) page.
5. Repeatedly press **Space** to browse the emoji characters that match your keyword.

6. Confirm the selected emoji character by pressing **Enter**.

Verification

- Check that the intended emoji character now appears at your cursor.