

LinuxPhoneApps.org

How it started

In June 2020, I got my first PinePhone, while I was still waiting for my Librem 5.
I restarted my blog linmob.net, that had been dormant from 2013 onwards, after so many efforts had fizzled
(Maemo, Meego, webOS ...)

Using the PinePhone was hard, but there was good progress... [And it was fun!]

I was looking for apps and found

<https://mglapps.frama.io>

at the time (Q3 2020?) ~ 100 apps

I wanted to add many more...
made terrible Merge Requests ...
and ... burned the maintainer out.

Eventually, I launched my own fork with more apps,

<https://linmobapps.frama.io>

and kept adding lines (for apps) and commas (for more detailed listings).

(I also changed the ratings, so that they fit the logic of the Mobian Wiki's app list.)

Soon, the list would take a minute too load on PinePhone.

So it had to be rebuilt.

I like Zola, a static site generator written in Rust, so I just used that.

With a customized theme.

I had a prototype ready, but how to get the apps into that, I knew I would not be able to write all those markdown files necessary by hand.

So I cobbled a really bad Python script together, that would do that.

[LinuxPhoneApps.org](https://linuxphoneapps.org) could be launched.

The source of truth was still the .csv files, edited with Librem 5 or other devices, with vim or LibreOffice.

Thankfully, I got help.

Checker scripts help with updates.

I edit markdown files now.

How it's going

430 listed apps.

Some games too.

***(Please someone maintain that game list!)
fzf and ripgrep help a lot with maintaining things too.***

Some info can be updated semi-automatically. *[Making maintenance easier.]*

We even list where stuff is packaged.

But:

There's a long to do list.

The homepage is boring.

App icons would be nice...

More screenshots would be nice...

[Ratings need to be re-thought, too, btw.]

Thank you!

Questions?

