

Story of GNOME Shell Extensions

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A long time ago (exactly 10 years ago) it was decided that the the shell for GNOME would be written in JavaScript. GNOME 3 was still looking for its new face, a lot of UI experimentation was taking place, and JavaScript looked like the best candidate for it. Moreover it was a popular language on the web, so barriers to entry for new contributors would be significantly lowered.

When you have the shell written in JavaScript you can very easily patch it and alter its look and behaviour. And that's what people started doing. Upstream was not very keen to officially support extensions due to their nature: they're just hot patching the GNOME Shell code. They have virtually unlimited possibilities in changing look and behaviour, but also in introducing instability.

[2]

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Source URL: <http://www.tuxmachines.org/node/114072>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://eischmann.wordpress.com/2018/07/31/story-of-gnome-shell-extensions/>