



Building a Web UI for the Fedora installer

Martin Kolman

Reasons for a Web UI



Status Quo

About the Fedora installer.

- the Fedora installer is called Anaconda
 - a project with long history, going back to ~1999
- currently has a GTK3 GUI and a text based UI
- modular architecture
 - UI talks to a backend via DBus
- addon support
- capable of fully automated operation via kickstart
- used by Fedora & RHEL, CentOS and related distributions



Why Web UI ?

Issues of the current GTK3 GUI.

- UX issues that accumulated over time
- GUI uses outdated technology in places
 - GTK 3
 - hard dependency on X for keyboard switching
- inefficient and insecure remote access (VNC)
- no effective unit tests for the GUI
- clear trend for system management tooling migrating to Web UI
 - system-config tools usually went from GTK mini-apps to becoming Cockpit plugins



Why Web UI ?

A fresh start has many benefits.

- known UX issues can be addressed from the start
- easier to achieve consistency
- based on modern and widely used tools and libraries
 - much bigger developer/designer community when compared to native GUI toolkits
- secure and efficient remote access - with just a browser!
 - makes it possible to have headless installation images with full graphical (remote) UI



The tools and libraries



Under the hood

How does it actually work ?

Python backend <-> Dbus <-> Cockpit <-> React/PatternFly

- the installation is controlled via a Dbus interface
 - same as with current GTK3 GUI, TUI or kickstart installation
- Cockpit tooling exposes the Dbus interface & general OS access to the Web UI
- the Web UI is built from PatternFly components and powered by React.js
- Web UI runs locally in a Web view or remotely in a browser



Test tooling

Making sure it works.

- using the the Cockpit test framework
- unit tests
 - interact with a running Web UI & simulate user interaction
 - written in Python, very similar to regular unit tests for Python code
- pixel tests
 - compare screen areas with reference images
 - powerful include/exclude support based on element id
 - indispensable for gating automated NPM dependency updates



Progress so far



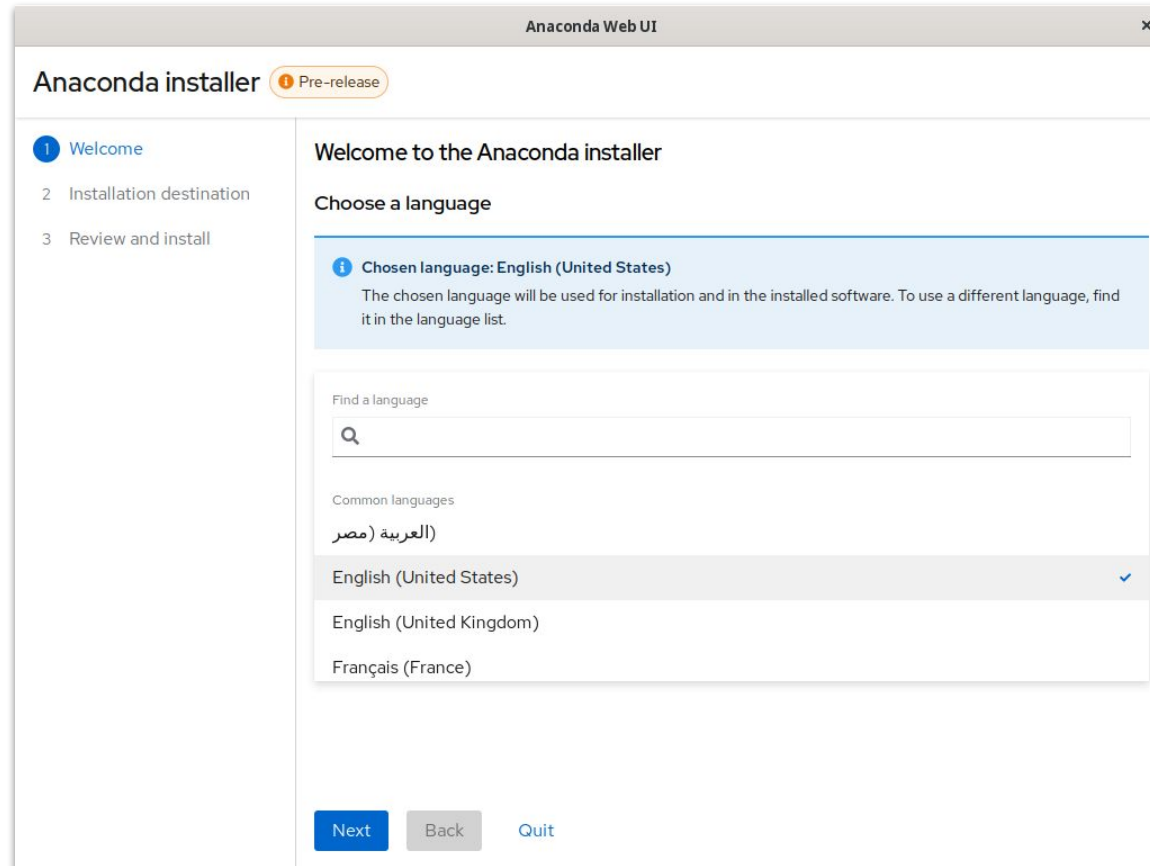
Minimal installation workflow

Just the bits needed to install a working system.

- installation + system language selection
 - pre-selected by geolocation
- disk selection
 - with runtime additional disk detection
- review screen
 - provides overview of what has been selected
- progress screen
 - at a glance + detailed installation progress reporting



Language selection screen



Disk selection screen

Anaconda Web UI

Anaconda installer Pre-release

- Welcome
- Installation destination**
- Review and install

Installation destination

Select the device(s) to install to. The installation requires 8.36 GB of available space. Storage will be automatically partitioned. [Learn more about your storage options.](#)

Local standard disks ⓘ

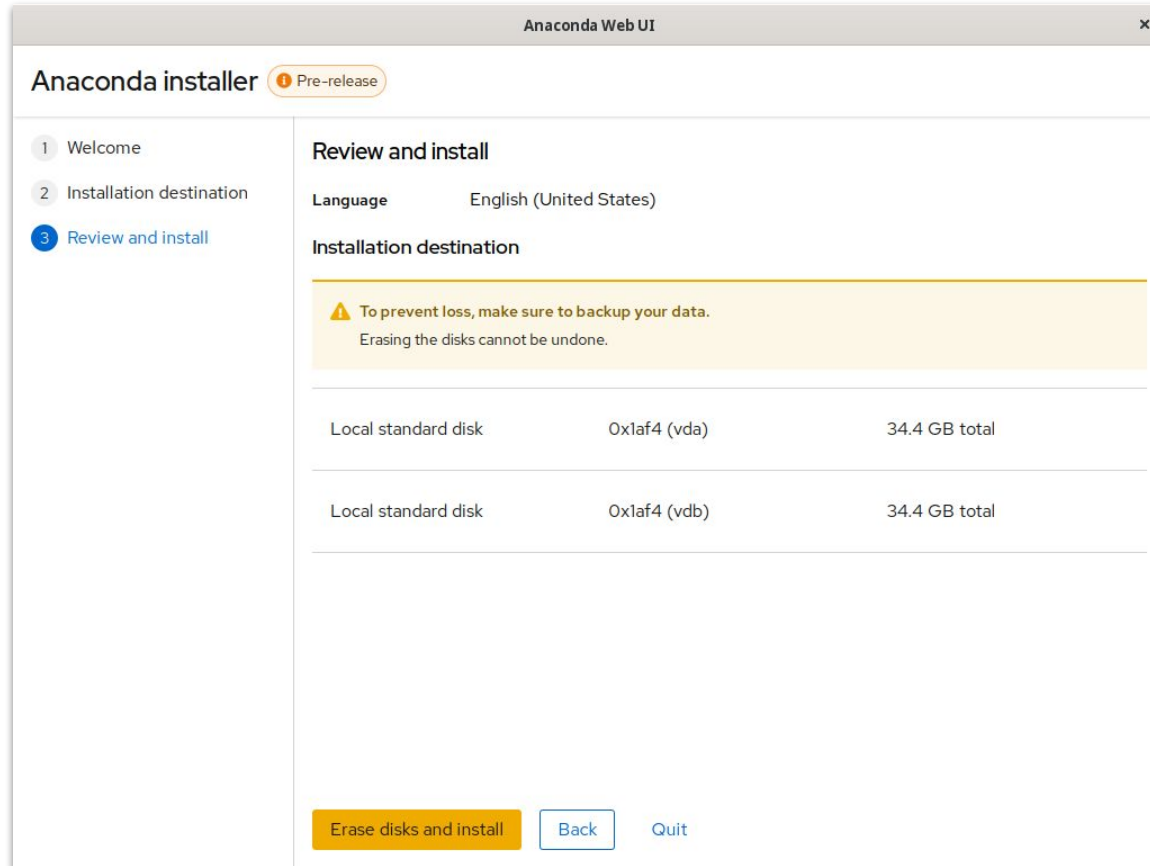
2 selected ▼ Detect disks

| Name ↑ | ID | Total | Free ⓘ |
|---|--------|---------|---------|
| <input checked="" type="checkbox"/> vda | Ox1af4 | 34.4 GB | 1.05 MB |
| <input checked="" type="checkbox"/> vdb | Ox1af4 | 34.4 GB | 1.05 MB |

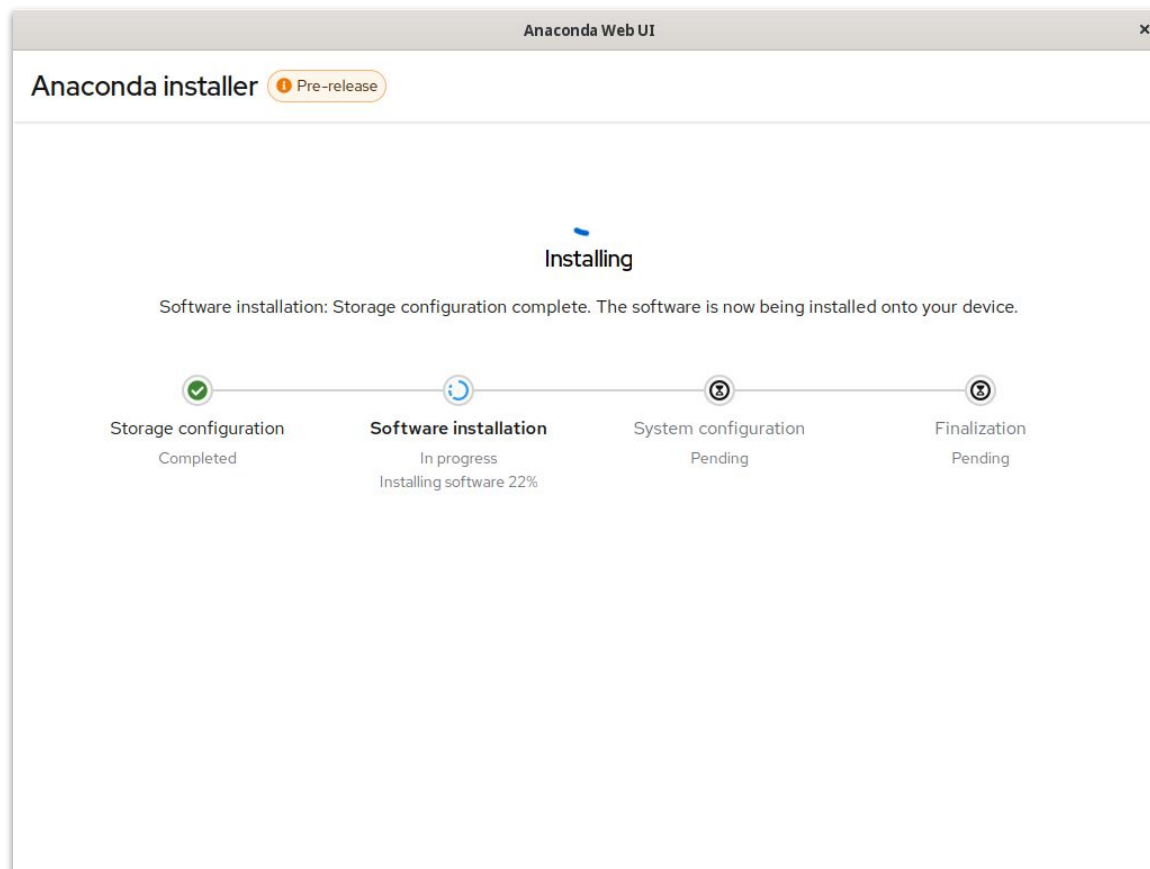
Next Back Quit



Review screen



Progress screen



Anaconda Web UI preview

An unofficial image demonstrating the Web UI

- released after Fedora 37 finally went GA
- installs a minimal F37 system built from F37 content
- not an one-off release, the image will be updated with latest Web UI work in regular intervals
- main focus on the Web UI rather than installed system
- valuable source of feedback
- *want to give it a try ?*

https://fedorapeople.org/groups/anaconda/webui_preview_image/

<https://fedoramagazine.org/anaconda-web-ui-preview-image-now-public>



Challenges and issues



Building a new installer UI

Is quite an undertaking.

- huge amount of functionality in the current GUI
 - important to see what is important and what is actually not being used
- avoid past UX issues
- keeping things consistent
- what to implement first ?
- processing feedback



Running locally

Local Web UI display + minimal installation image.

- Web engines can bump image size and increase resource requirements
- tried GTK3 WebKit & Firefox so far
 - GTK3 WebKit is smaller and uses less RAM, worse performance with no acceleration
 - Firefox needs more space and more RAM, uniform performance
- headless image side-steps the issue



Running remotely

How to make remote connection easy & secure ?

- what address should the user connect to ?
 - address might be randomly assigned by DHCP
 - need to check the booted machine to find the address
- how to secure the remote connection ?
 - regular SSL certificates can't be used due to the dynamic address
 - self signed certificate triggers a scary warning in most browsers & user needs to compare certificate fingerprint to avoid MitM

Next steps



Storage configuration

The most complex part of any OS installer.

- at the moment we plan to work on two main workflows
- guided partitioning
 - pre-configured storage configuration options
 - user picks one and is guided forward
- custom partitioning
 - manual bottom-up assembly of the storage layout by the user
- combination of both
 - complete a guided path
 - edit the result via custom partitioning

More screens

Not just storage.

- date and time configuration
- user and root account creation
- error reporting
- installation source
- software selection
- addons



Storage feedback!

Back to storage. ;-)

- we are trying to find out what storage options are important for users
- we put together a survey form
- https://redhatdg.co1.qualtrics.com/jfe/form/SV_87bPLycfp1ueko6

- closing soon, hurry up! :-)
- thanks!



Questions ?





"Problems only use Anaconda."

An ancient Bugzilla wisdom