



DASHBOARD 01 ● CREW DASHBOARD

System Catalog

A local, read-first server console that turns machine telemetry into a control-room display you can understand at a glance.

fbconsole 0.2.1

1-second readings

read-only collector

local controls

Reference implementation shown on an Ubuntu laptop server. This catalog focuses on the Crew Dashboard: system load, storage, services, network, access, event history, themes, crew interaction and mirror mode.



The server's own display



PURPOSE

The dashboard is the screen shown on the server itself. It refreshes from the running machine once every second and is designed to be readable from across the room.

Program

fbconsole 0.2.1

Read rate

Once every second

Collector rights

No administrator rights

Display model

Observe first; local actions are deliberately limited

DEGRADED has one precise meaning. It appears when the number of failed system units is greater than zero. It is not a performance, temperature or health score.

Reference machine shown: Intel Core i5-7200U, Ubuntu 26.04.1 LTS, 1 TB WDC drive, Wi-Fi connectivity and laptop AC/battery power reporting.

NEON THEME · Reference machine · private LAN values softened for the public catalog

Three parts. Deliberately kept apart.

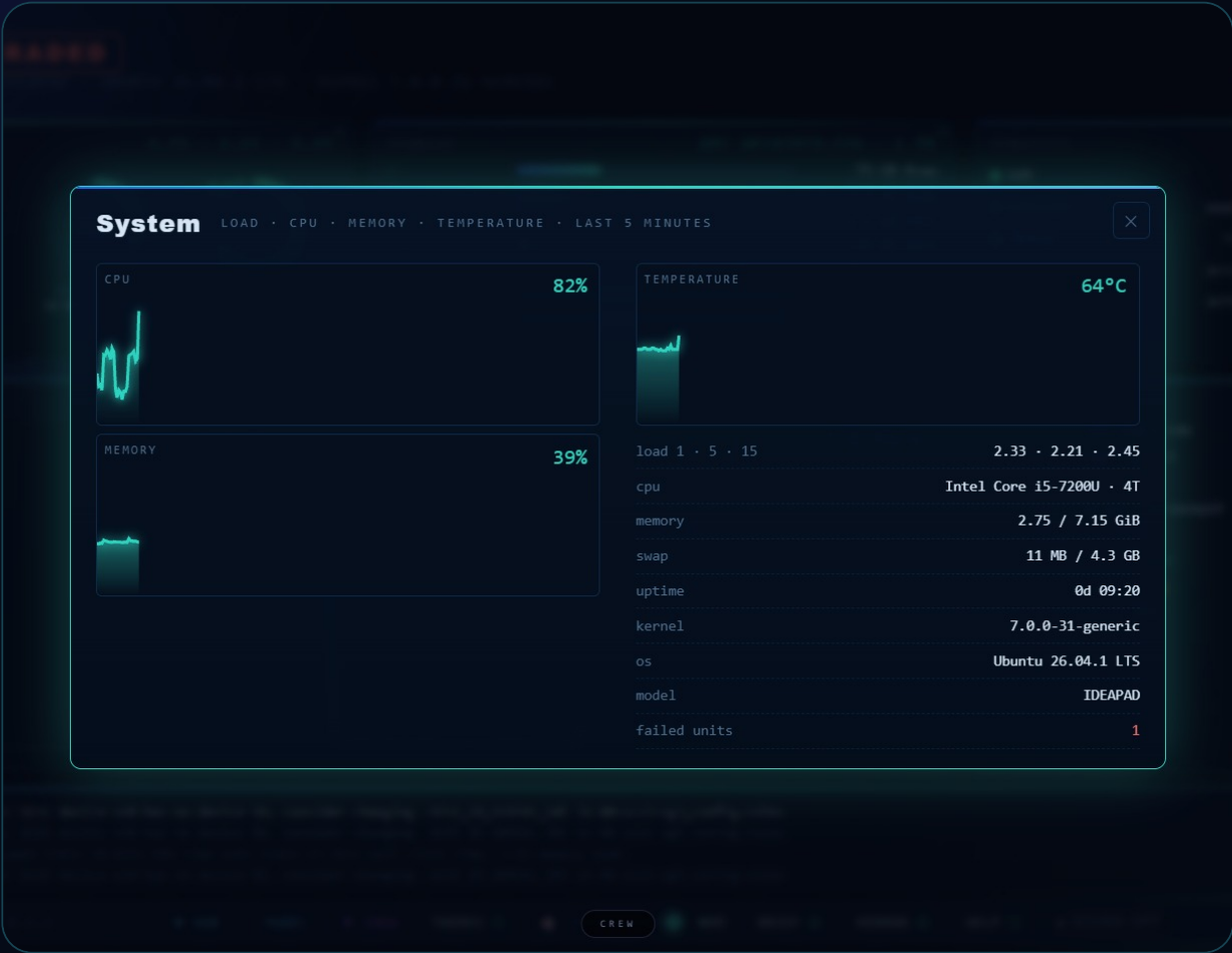
03

The most important design decision is separation. The screen looks like one application, but collection, serving and drawing are independent layers.



“The screen can be wrong about nothing, because it knows nothing.”
Everything on it was read from the machine a second ago.

CPU, memory, root disk and temperature



SYSTEM DETAIL VIEW · Example snapshot: 82% CPU, 39% memory, 64°C

CPU

Busy time is calculated from the difference between two readings one second apart, rather than a meaningless single snapshot.

Memory

Uses genuinely available memory, not simply “free” memory. Linux deliberately fills spare RAM with cached files.

Root disk

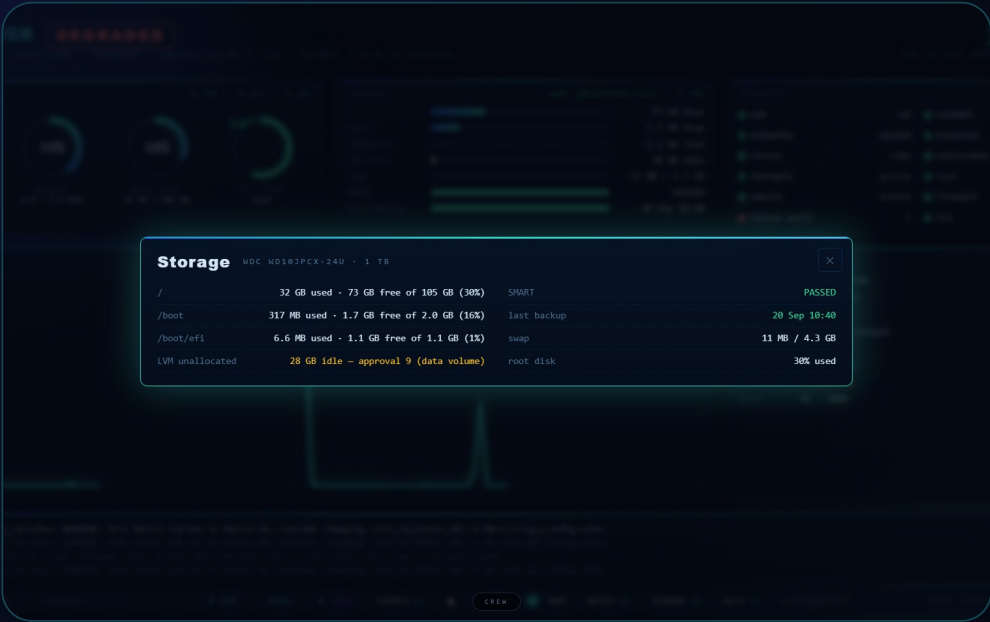
Shows how full the main filesystem is. A full disk can break services in confusing ways and will not recover by itself.

CPU temperature

Read from the processor's own sensor, paired with a simple word: cool, warm or hot.

Load averages: 1 · 5 · 15 minutes. Read them against the core count. On a four-core system, a load of four means all cores are occupied.

Capacity, drive health and the twelve-row service check



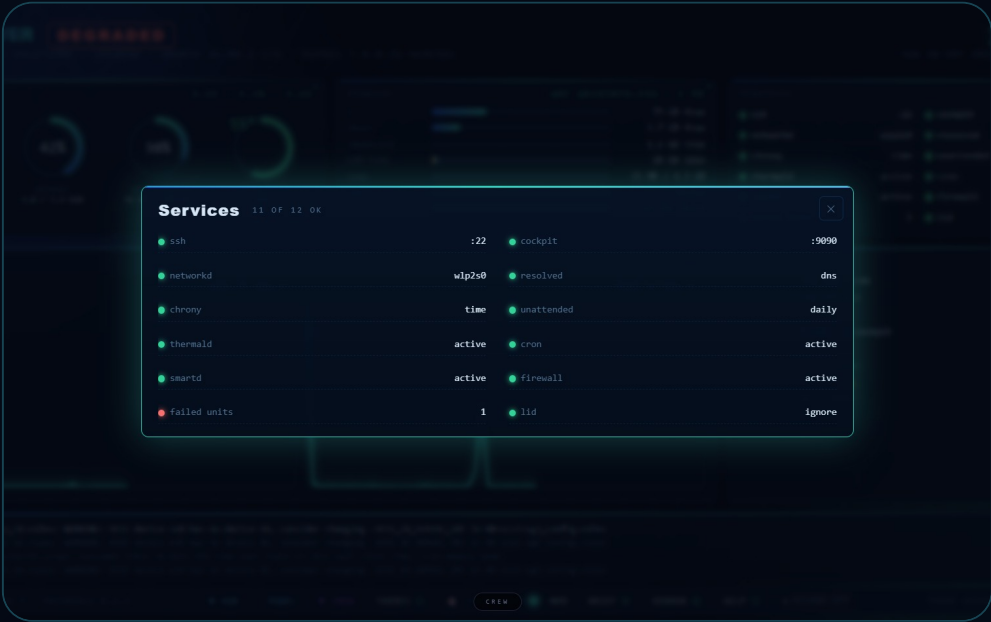
STORAGE

Only genuinely mounted filesystems are shown. **LVM free** means space that can be assigned to a filesystem later; **swap** is disk overflow for memory pressure; **SMART** is the drive's own health assessment; **last backup** is read from the backup tool itself.

SMART PASSED

LVM growth space

backup timestamp



SERVICES

Each row is asked directly whether it is running. Green means yes, red means no and amber means present but not in the expected state. The dashboard checks SSH, Cockpit, networking, name resolution, timekeeping, unattended updates, thermal management, cron, disk monitoring, firewall status, failed units and lid behaviour.

The failed-units row drives the top DEGRADED badge. One failed unit makes the 12-row count one short and also changes the state badge.

Traffic, signal, sessions, updates and power

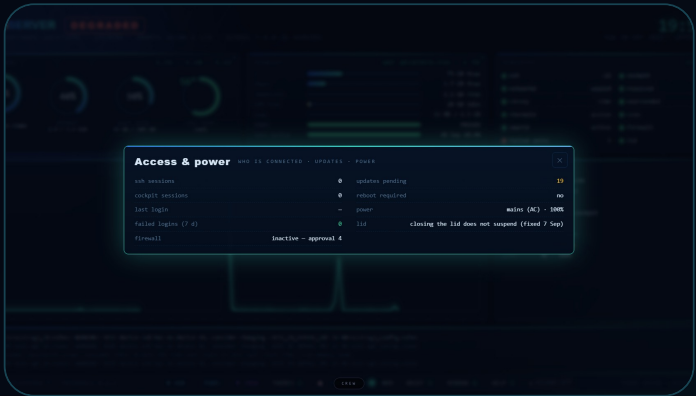


OCEAN THEME - Rolling download/upload graphs with current rate and Wi-Fi signal

NETWORK

Download is on the left, upload on the right. Rates are calculated from bytes moved between readings. Wireless strength is shown in dBm: the value is negative and closer to zero is stronger.

-30 to -50 excellent · -50 to -60 good · -60 to -70 usable · below -70 weak



ACCESS & POWER DETAIL

Access panel priorities: sessions, last login, failed logins over seven days, pending updates, mains/battery state and lid behaviour. On an unattended machine, remote sessions should normally be zero.

Upload being higher than download is a normal pattern for a machine serving pages to other devices.

What happened, and what “DEGRADED” actually means

The screenshot shows a system dashboard with a 'DEGRADED' status badge in the top right corner. Below the badge, there is an 'Event log' window titled 'Event log' with a 'LATEST FIRST' sort order. The log contains several entries, including warnings about SCSI device sr0 and a message about fbguard screen memory usage. The log entries are as follows:

```
19:51:1855-scsi-sg3_id.rules: WARNING: SCSI device sr0 has no device ID, consider changing .SCSI_ID_SERIAL_SRC in 00-scsi-sg3_config.rules
19:51:1855-scsi-sg3_id.rules: WARNING: SCSI device sr0 has no device ID, consider changing .SCSI_ID_SERIAL_SRC in 00-scsi-sg3_config.rules
19:51:18      systemd: session-91.scope: Consumed 17min 38.814s CPU time over 15min 17.393s wall clock time, 3.1G memory peak.
19:51:1855-scsi-sg3_id.rules: WARNING: SCSI device sr0 has no device ID, consider changing .SCSI_ID_SERIAL_SRC in 00-scsi-sg3_config.rules
19:51:17      fbguard: screen at 5340MB (limit 4500MB) - restarting the kiosk
10:33:55      boot complete - kernel 7.0.0-31-generic
```

At the bottom of the dashboard, there is a 'CREW' button and a status indicator showing 'ONLINE'.

EVENT LOG · newest notable lines first

The event strip filters ordinary chatter and keeps notable lines from the system log: good, warning and error events, plus the dashboard watcher's heat/load observations. The rings show *now*; the event log helps show what happened in the last few minutes.

DEGRADED

One comparison. Nothing more.

If the number of failed system units is greater than zero, the badge says **DEGRADED**. Otherwise it says **ONLINE**.

It does **not** mean the machine is slow, hot, unhealthy or in danger. A healthy server can show it because one small unit failed earlier and was never inspected.

Action: when the badge is red, go directly to the failed-units row in Services and identify the unit. Decide whether it matters instead of guessing from the badge.

WHY PRECISION MATTERS

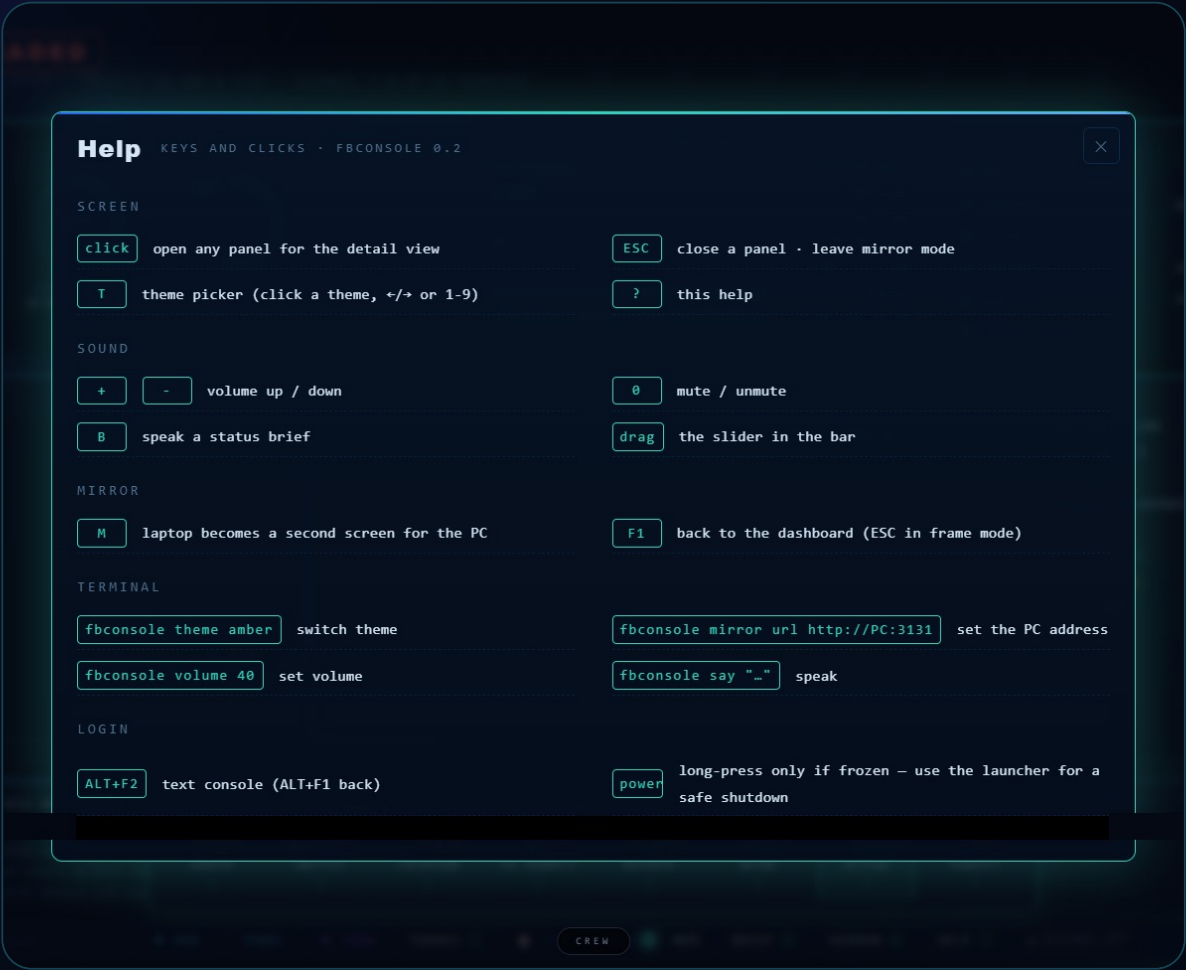
A warning whose meaning is vague gets ignored. The dashboard therefore gives the state badge a narrow, testable meaning.

Eight visual modes, one dashboard

Theme changes apply across the machine's screens. The interface stays structurally identical while the palette shifts for room lighting, mood or filming.



Keyboard-first, mouse-optional



HELP OVERLAY · keys and clicks

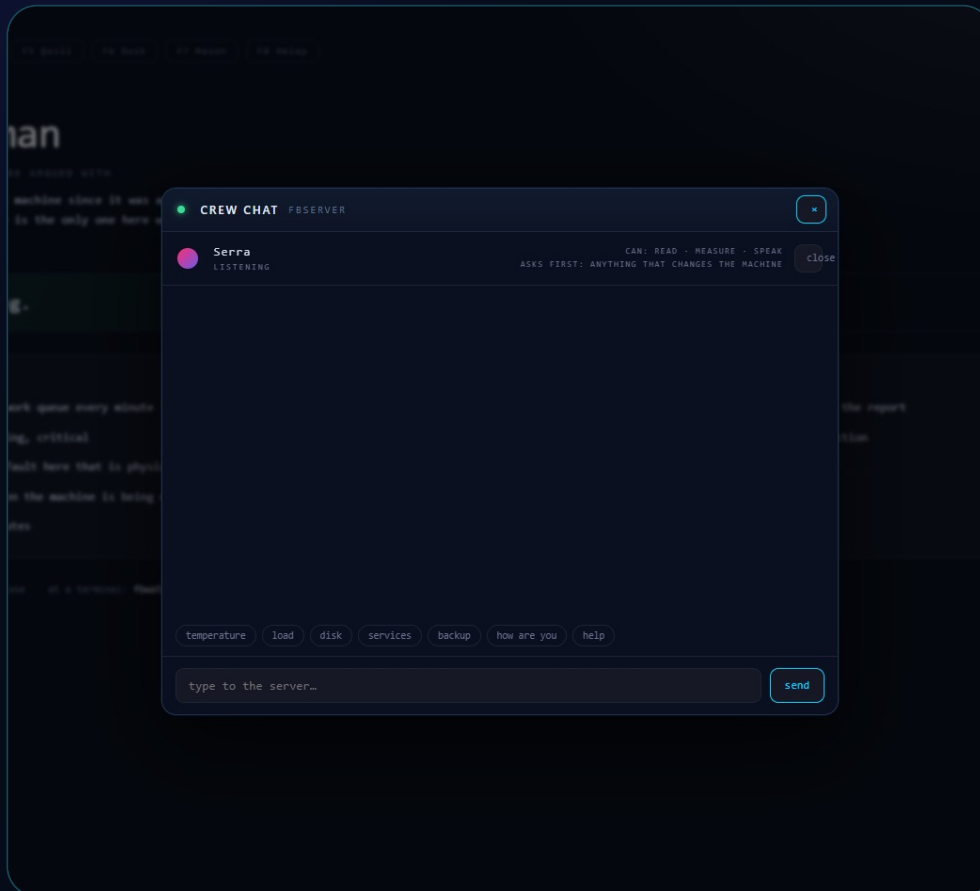
BOTTOM BAR

HUB	Open the searchable server knowledge pages.
PANEL	Open the hosting panel.
CREW	Open the crew pages.
THEMES · T	Change the look across the machine.
VOLUME · + / -	Adjust the machine's speaker volume.
MUTE · 0	Silence or restore sound.
BRIEF · B	Speak the latest status brief aloud.
MIRROR · M	Show another screen on this display, or return.
HELP · ?	Open the keyboard map.

Dashboard panels are clickable. Each opens a fuller view of the same information: service details, the full event log, storage and system descriptions.

System information with a character interface

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CREW CHAT · shown over The Watchman's crew page

SERRA / CREW CHAT

The shown Crew Chat presents Serra as a listening interface with clearly stated capabilities: **read**, **measure** and **speak**. The interface also states an ask-first rule for anything that changes the machine.

temperature

load

disk

services

backup

how are you

The crew layer sits alongside the technical dashboard rather than replacing it: system status remains visible and inspectable, while the crew interface gives the server a more human, story-driven way to communicate.

Design principle: personality can sit on top of telemetry, but the underlying measurements remain explicit, inspectable and separate.

The server display can become a second screen



MIRROR MODE • local PC address softened in this public catalog

MIRROR • M

Mirror mode puts another device's screen on the server's display. It can then return cleanly to the dashboard.

Enter

Press **M** from the dashboard or choose MIRROR in the bottom bar.

Exit

Use **ESC** or the on-screen exit control to return to the FB Server dashboard.

Use case

Turn the server laptop into a useful secondary display when you are working from the main PC.

How to read the dashboard when you walk past it

12

01

ONLINE or DEGRADED

If DEGRADED, inspect failed units and decide whether the failure matters.

02

Failed logins

The one number that rises because somebody else is doing something to your machine.

03

Last backup

If the backup date is not recent, it outranks almost everything else on the screen.

04

Temperature + event strip

The ring is current; the log shows whether heat or load has been climbing recently.

05

Root disk

A full main disk causes confusing failures and never improves by itself.

Load, memory, network and sessions are usually more useful as trends over time than as isolated numbers.

SAFETY MODEL

A dashboard with narrow powers

Collector: read-only.

Runs under an account with no administrator rights.

Privilege is individual.

Only a few named readings get individual privileged commands.

Local web server.

The page server listens only to the machine itself.

Network-facing view: read-only.

What other devices see is served separately.

Local changes are limited.

Volume, theme, spoken line and mirror target are the intended UI actions.

Names are validated.

Theme, crew and project names are checked against a written pattern before use.

Observe the machine clearly.
Change only what the console was built to change.



CATALOG / DASHBOARD 01

The Crew Dashboard

One of the FB Server dashboards: technical enough to trust, visual enough to understand, and modular enough to grow with the project.

- SYSTEM
- STORAGE
- SERVICES
- NETWORK
- ACCESS
- CREW
- MIRROR

Prepared from the running FB Server dashboard documentation and the supplied dashboard captures. Technical snapshot date: 20 September 2026.

