

13-02-2017 Meeting Agenda and Notes

Bugs: [334](#), up from 296 in the last meeting.

Survey has closed with over 1000 responses. Wolthera has been working on crunching the data. <https://share.kde.org/index.php/s/ECdTXvoqloQdZ2R>

Tax situation: most documents have been prepared. There is funding outside the foundation to let Dmitry continue working on Krita for some months. I've been in touch with some people who know both open source, foundations and taxes, and they have promised to look into the documents I have prepared. I will also talk to KDE e.V. this Wednesday to see whether funding development from within the e.V. is a viable route. Another option would be to create an ANBI (Dutch charity) and use that new entity to fund development through donations. I have been in contact with someone who has funded development that way both for Dutch and Russian people.

Unittests: we've got a bunch of failures, and from an early investigation it looks like these are real issues, with for instance `kis_layer_test` showing a deadlock:

```
52:krita-image-kis_base_node_test
57:krita-image-kis_layer_test
95:krita-image-kis_strokes_queue_test
114:krita-image-kis_transparency_mask_test
133:krita-image-kis_colorize_mask_test
151:krita-ui-kis_derived_resources_test
153:krita-ui-kis_file_layer_test
161:krita-image-BaseNodeTest
165:krita-filters-kis_all_filter_test
166:krita-filters-kis_crash_filter_tes
```

1. Individual Done and Todo

- Dmitry:
 - DONE
 - Ordered and received the kickstarter postcards
 - Implemented Stroke Fill tab in the Default Tool
 - Implemented saving/loading of line markers
 - TODO:
 - Finish Markers GUI
 - Finish Stroke Style docker
 - Start the editing tool

- Wolthera:
 - did some bugtriaging
 - I've made a survey report past week, it's not fully finished yet, but looks finished.
- Scott:
 - French krita.org launched!
 - Doing:
 - Working on some miscellaneous bug fixes and UI polish
- Boud:
 - Last Week
 - Lots of admin stuff:
 - **Income vs costs:**
 - 2013: in 17763, out 7969
 - 2014: in 37658, out 36936
 - 2015: in 74319, out 57916
 - 2016: in 75672, out 71684
 - The difference between 2015 and 2016 is that 2015 a large part of income was big one-time donations (17000 vs 6916), while 2016 had a lot more smaller one-time donations. That's good.
 - **Sales vs donations**
 - 2014: sales 5312, donations 32345
 - 2015: sales 15588, donations 58730
 - 2016: sales 15492, donations 55948
 - Created animation dvd page: <https://krita.org/en/animate-with-krita/> still need to announce it.
 - Got the books and the kickstarter rewards
 - Todo
 - Open up pre-orders for the new usb keyring
 - Bug fixes
 - The rest of my todo...
 - fix custom resource folder bugs (T3694, D2725)
 - start on python scripting again (T1625, T3588, T3077, T3076, T3502, T586, T3075, T3431, T3079, T587, T3078 : will start on Python again tomorrow
 - setup patreon
 - Check osx app store windows app store, check ebay, check amazon, check bol.com: we need more sales!
 - update g'mic and figure out why stuff is broken
 - Improve palette docker (T112, depends on Python scripting)
 - Check resource and configuration location on Windows (T2310, there is also a bug report for it)
 - make saving work in the background

- Fix shortcuts on OSX
- Animmtim:
 - Added a number of icons for the toolbar
- Laurent
 - Note from boud: yes, I've seen the offer to help with scribus on the Pepper and Carrot project.
 - Done:
 - Refactor the “Resize canvas” dialog to use unitspinboxes.
 - Todo:
 - Validate the design as implemented in the “Resize canvas” dialog
 - Refactor rest of code (should be faster, since the “howto” is more or less complete.)
 - Note:
 - I will continue to work next week, but this week I have 4 exams so nothing will change in jospin/unit_spin_boxes (or maybe, just tonight I will put master in my branch, so that if somebody want to test it this week it's +/- up to date).
 - Now able to continue.
- Tyyppi:
 -
- Nimmy:
 - <https://codereview.qt-project.org/#/c/166202/> has been merged to 5.9!
- Windragon
 -
- Irina
 - Done:
 - Sent artbooks, hard pencilcases and totebags
 - Asked timotimo to write instructions to use kickstarter USB stick under Linux (he did, and I added some, and now there's a nifty little instruction sheet)
 - Todo:
 - Send all the other stuff (this week)
- Timotimo:
 - Done:
 - Descriptions for Secrets of Krita DVD chapters
 - Convert subtitles for the chapter videos from srt to WebVTT
 - Put up a capsule image for each chapter. <https://imgur.com/a/KmuHu> - if someone feels like making better ones, i'll gladly accept 'em.
 - Take screenshots for each of the chapter videos and upload them
 - Reach out to our Steam Contact to get an AppID for Krita 3.0+
 - Acquired the source video of the trailer.
 - Todo:

- Plan how to re-instate the lifetime upgrade, and how to give everybody the DVDs
 - The Secrets of Krita store thing needs a whole bunch of graphical assets, too - there's a phabricator task for that now.
 - Do the same thing Secrets of Krita has for the other DVDs
 - Finish all the details of Krita 3.1 on Steam (boud helps with this)
- Eliakin
 - Done
 - Python Editor Features:
 - Line Number Area and Highlighter to current line.
 - Ctrl+Wheel to zoom in and zoom out the text.
 - Syntax Styles in runtime in the settings Dialog.
 - Font Families for the python editor.
 - "Open File" Action
 - "New" Action
 - "Save" Action
 - Project Structure:
 - It was defined a better structure for the project with controllers and better concern separation between document and GUI.
 - Every access to the GUI is limited by the UiController.
 - Document Features:
 - When the run method is invoked, the file is accessed.
 - We compare documents before save
 - Good Performance with "big" python files(500 lines)
 - Debugger Feature:
 - Interface for the debugger (Actions and Buttons)
 - Implementation of a debugger like IDE's work
 - Support for start, stop and step commands.
 - Point current line in the GUI.
 - Show global and local variables in the GUI.
 - Fix Bugs in the editor that were found
 - Todo:
 - Debugger Feature:
 - Send errors occurred during execution to the GUI(Error and line of the code)
 - To Standardize code
 - Adjustments for the interface suggested by scottyp

3.1.3 Release Status

Should do a planning session next week (19 to 25)

Blockers

Dates:

Kickstarter

We're sending out stuff now.

Steam

- we have a Series almost fully set up for Secrets of Krita. the descriptions and subtitles are in, there's a screenshot for each of the episodes, but I haven't uploaded the excerpt to show as a trailer yet
- One more "major" thing is we need a few "capsule images", i.e. very wide and not terribly tall images that'll show up in many places on the steam store. a smaller one that should definitely have "krita painting app" written on it, and a bigger one that doesn't need it as badly: we should create a Phab project with the specs for the images that are needed
- We need a new trailer and more screenshots, and a full new description that also talks a bit about the situation with "buy it to get krita + DVDs", "life-long upgrade", stuff like that
- We need to do a call for video data that we can use as a trailer
- Boud will check the rest of the open bits in the krita 3 application
- ~~it'd be nice to have a short introduction for the excerpt since it'll be put onto the steam store page without much introduction otherwise, it'll just autoplay when the user opens that page the video already starts with an introduction card.~~
- Boud will ask Ramon for high quality exports of Muses