

01-12-2025 Meeting Agenda and Notes

Round-table participants

Add yourself to the list at the bottom of the document if you want to talk about what you're working on during the round-table session. (So I don't have to copy it every time; make your name bold, and add a colon (:) that is not bold after your name...)

Absent:

- Emmet (Holiday)

Meeting Meta

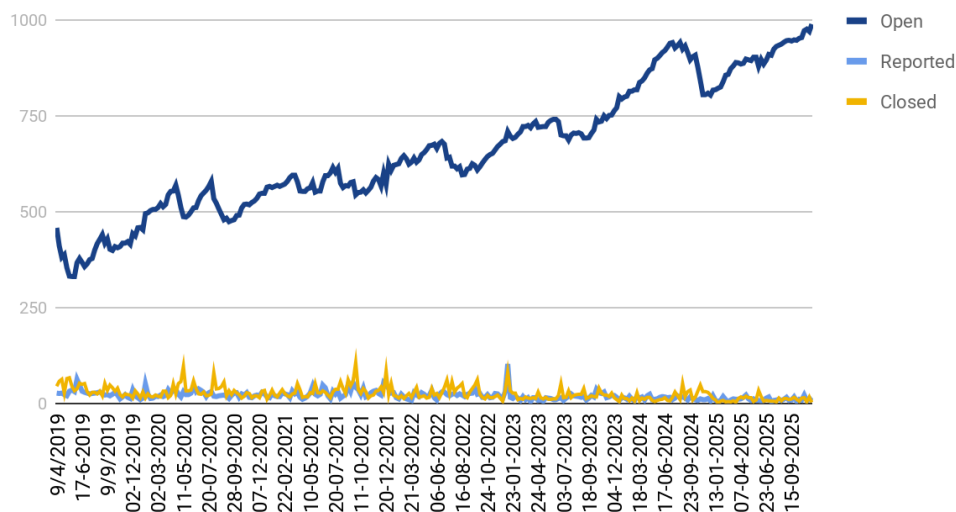
Rotation: [Wolthera, Emmet, Halla]

Today: Wolthera

Statistics

989 16 3 (958 +8 -6)

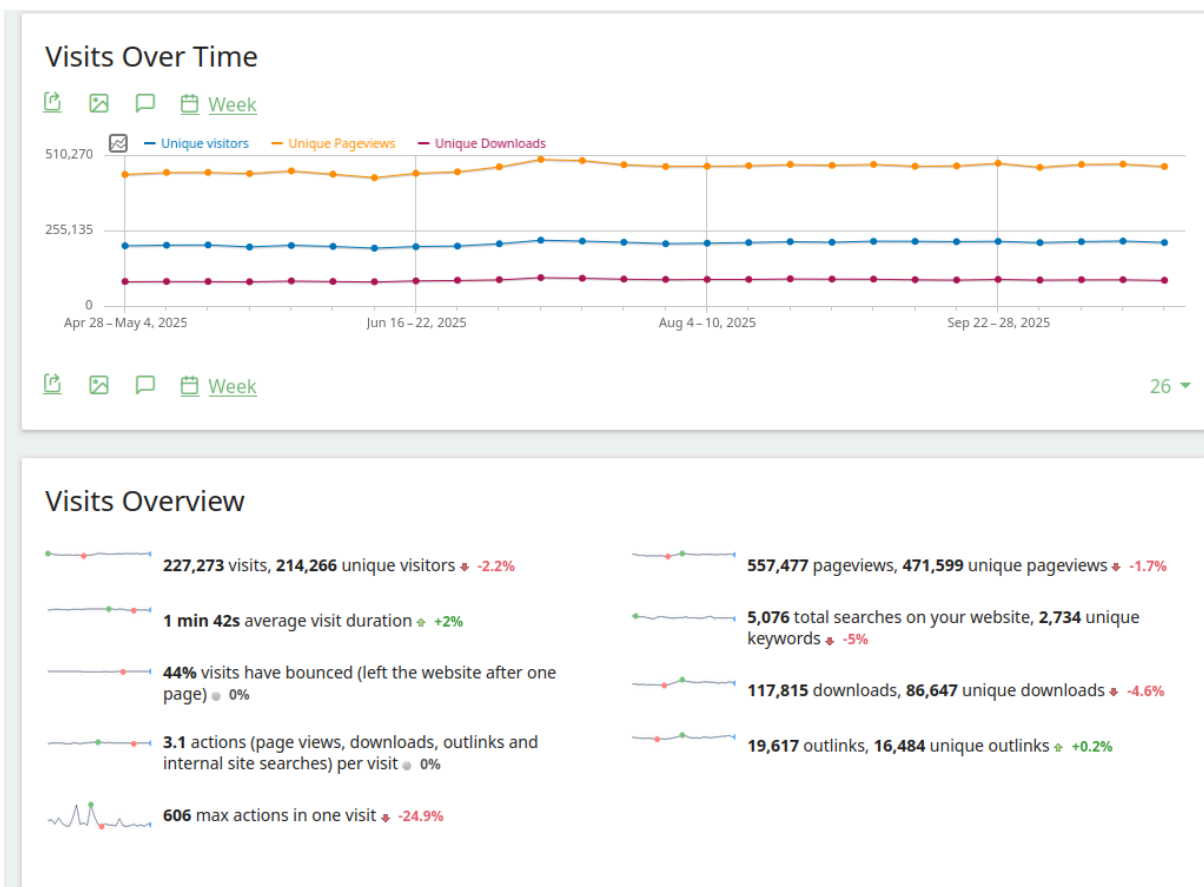
Bugs



Commits in the past week

- Excluding merges, 9 authors have pushed 50 commits to master and 63 commits to all branches.
On master, 142 files have changed and there have been 35,487 additions and 13,718 deletions
- Excluding merges, **10 authors** have pushed **29 commits** to master and **40 commits** to all branches. On master, **154 files** have changed and there have been **3,072,797 additions and 2,064,520 deletions**

Web:



- Recurring donations: €2281 in the past month
- Fund.krita.org: 230 subscribers (235)
- Krita-artists.org: Pageviews last week - 277k
 - Active Users Last week - 1.0k
 - Total Posts Last Week - 1.5k
 - Sign-ups - 24.2k
- [Mastodon](#): 9.8k
- [Peertube](#): 903 (158 now???)
- <https://subredditstats.com/r/krita>

Code Stuff

Regressions and Bugs

- 25 [bugs marked as Regression](#) (+2)
- 2 [bugs marked release blocker](#). (-1)

Qt6

- SimonRa's been working on the Qt 6.9 upgrade. There's some smaller wayland features that might be nice in this.
 - Blocked on Dmitry, needs CI integration for which we need to update Python for which we need the next item.
 - This will be done for 5.3

Dependency jobs

- https://invent.kde.org/graphics/krita/-/issues/40#note_1317103
- Plan to upgrade Python with release 5.3.x

Merge Requests

- https://invent.kde.org/graphics/krita/-/merge_requests/2494 -- Improvements to quick settings docker. Should merge? Answer: should be fine, python plugins are self-documenting.
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Manual

- [halla] pipeline kick-off: **done**

Website & Stores

- fund.krita.org suggestions - <https://mail.kde.org/pipermail/kimageshop/2025-August/017276.html>
 - Halla replied on the ML
 - Tiar: our current version of Dev Fund is makes the initialization of the database broken and we should update it (Tiar made a MR downgrading it, Carl said it should be upgraded, then tried to update everything, then it stumbled upon the same issue: Blender uses Stripe, we use Braintree).
 - Should we replace it with what KDE is using? (What was that again? - donorbox)
 - Carl tried to upgrade fund.kde.org, but got into issues with blender changing payment providers.

- Stores assets: Steam is getting an update, store pages will be wider. May be a reason to update our image assets there again.
- Donation button on our website:
 - status mollie: *credit cards restored*
 - ~~status stripe: done~~
- 5.3 Release Notes MR: https://invent.kde.org/websites/krita-org/-/merge_requests/99
- tiar is working on the post-download page

Release

Release procedure for stable releases:

- We release every other month
- Four weeks before we release, we close the merge window: only regression fixes are allowed
- Four weeks before the release, we will release a "beta".
- When or we tag the final release, the merge window opens again

Releases:

Schedule

- 5.2.13 got released
- 5.2.14: in november, no later than dec 15.
 - We will evaluate dec 2 whether it can be released the 10th,
- Next release...
- For the 5.3 release, we should consider requesting/coordinating another Steam Daily Deal -- our last one was in June last year.
- DmitryK will do the following CI adjustments for 5.3:
 - krita 5.3/6.0 will use Python 3.13
 - Windows builds will use clang-21 (otherwise ASAN doesn't work on Windows 11)
 - Qt6 will be updated to Qt 6.9.2

5.3 release schedule

1. November 21st Feature Freeze
2. December 21st String Freeze
3. January 21st Final Freeze
4. February 1st Beta
5. February 21st Release

Do not release Krita 6.0 on Android (not ready yet)

Youtube

- 108.600 in YT with nice comments in the last video! People are excited for the next videos.
- Should “level 2 and 3” bundles go into the same video?
 - level 3 are 15 brushes and level 3 38
 - so we can mix level 2 and 3 in the same video showing real uses of this brushes

Roundtable

- **Wolthera:** The week before last, I worked on getting my phase 3 text blog post written (<https://wolthera.info/2025/11/text-tool-phase-3/>) and writing the explainer for text in shape and type setting mode (<https://krita-artists.org/t/text-tool-thread/57973/231>). I also worked on documentation and release notes. Last week, I hacked a little on our custom cursors and PSD loading.
- **Dmitry:** I worked on gradual update of Python from 3.10 to 3.13
 - on Windows we now use images with "twinpy" suffix, which means that they have two versions of python preinstalled.
 - and the correct version of Python should be selected in the actual CI job
 - I'm going to merge these changes this week
- **Tiar:** I believe I was only working to get the knife tool and the liquify tool MRs to be merged.
- **Ivan:** Last week before R&D I worked on replicating the build env on ci locally, I made a little script for this and migrated the work envs to them. This week I toyed around with Metal compute.
- **askmeaboutloom:** I think I got the in-app purchase stuff in a usable state: supporter options on the splash screen, adding variants of the bottom part of the start screen, a dialog to manage your benefits, subscription managing (links into the Play Store), the ability to download resource bundles and a script to generate the server side thereof. What's left is the non-code stuff: writing descriptions, adding pictures, picking the resource bundles, creating the products. I'll see about itemizing that next week, writing up proposals for the text and taking screenshots/videos so that everyone can see without having to go through the Play Store tester registration treadmill. Last week I did R&D, looking at Qt Quick, KDDockWidgets and the possibility of having both a desktop and mobile UI together with it:
<https://drive.proton.me/urls/KJHA2SZHY4#1OEAKoGuLch6>

AOB

- [Tiar] Ramon's blending RGBA bundle in Krita?
 - Yes, lets include some (or all of these). Ramon is working on some more, but even including a few of them for now would be ok. (Tiar: I didn't do that before feature freeze.)

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FYI
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