

29-03-2021 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...)

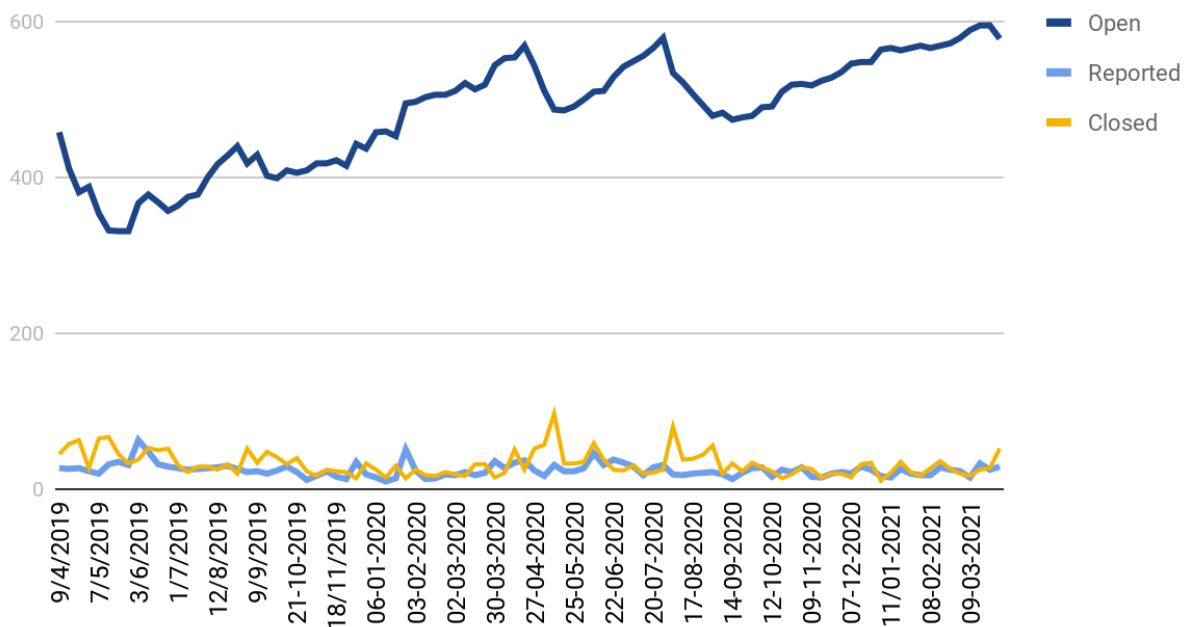
Absent

- Tiar
- Ivan yossi

Statistics

578, +29, -52 (595, +25, -27)

Bugs



Commits in the past week (copied from github):

- Excluding merges, **14 authors** have pushed **84 commits** to master and **90 commits** to all branches. On master, **273 files** have changed and there have been [13,852 additions](#) and [4,149 deletions](#).

- Excluding merges, **13 authors** have pushed **78 commits** to master and **100 commits** to all branches. On master, **114 files** have changed and there have been **[2,809 additions and 2,211 deletions](#)**.
- Downloads (downloads.kde.org): **94,720** unique downloads last week.
- Web traffic: **212,550** visits, **578,485** unique page views last week.
- Donations: **4,223.29** from **371** people (February: 4410.14 from 394 people, January: 4,670.18 from 409 people, December: 5,415.39 from 402 people)
- Krita-artists.org: Total users - 8,7k (All time) Total Post - 70,2k (All time)
 - Active Users Last week - 591
 - Total Posts Last Week - 1,3k
- <https://subredditstats.com/r/krita>

Bugs and Merge Requests

- Assigned bugs: 87

Regressions

- [Bug 435056](#) - Safe asserts both when undoing and redoing a selection mask after copying contents (since 4.3.0)
- [Bug 434263](#) - Color dodge brush mask produces black textures around strokes with certain settings (since 4.2)
- [Bug 430474](#) - copy and paste a selection mask to another layer cause a display glitch on canvas view (since 4.2.8)

Merge requests

- https://invent.kde.org/graphics/krita/-/merge_requests/772 (implement optimized blending modes for Color Smudge paintop)
 - This needs testing. Dmitry will put a call on krita-artists tomorrow.

Manual

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Website

- fund.krita.org is more or less operational, there are some teething problems. Halla hasn't managed to properly login to the CMS yet.
 - It's time to start planning the launch campaign

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 release a "beta".
- When we tag the final release, the merge window opens again

Releases:

5.0.0

- Will contain voronwe's color smudge patches (rgba tips, gradient texture and a new colors smudge engine), resource rewrite, mypaint brush engine, storyboard, mesh gradients.
- HDR gradient rendering + dithering.
- MRs from Mile Stone.
- Massive library update: https://invent.kde.org/graphics/krita/-/merge_requests/718
- LittleCMS Fast Float plugin: https://invent.kde.org/graphics/krita/-/merge_requests/717
- Animation Update
- Storyboard Docker
- <https://krita.org/en/krita-5-0-release-notes/>

4.4.3

- Has been released

Resources Rewrite Update

- Main task: <https://phabricator.kde.org/T379>
- Bugs and issues sheet: Resource bugs spreadsheet
- Tag task: <https://phabricator.kde.org/T12044>
- Resource manager redesign task: <https://phabricator.kde.org/T11921>
 - GUI mockup: <https://phabricator.kde.org/M168>
 - MR: https://invent.kde.org/graphics/krita/-/merge_requests/704
- There are problems with bundle manager UI but it's a bit overwhelming
 - Amyspark fixed the layout so that it properly reflows when resizing + splitter between panels
- Halla has started closing resource and tagging bugs

Youtube

- The perspective video was released last week. 3.3k views by now
- 33,600 subs

Roundtable

- **Halla:** So, last week I started closing actual resource and tagging bugs... Some of them pretty old. and I made the release of course. Right now, I'm trying to make it possible to create bundles with metadata, and I'm running into a really weird problem: KoXmlWriter uses pointers to char to store tags and if the content of a text node has text similar to the tag (like description vs "A description" the tag's name will be replaced by the text and valgrind is very unhappy about that...
might just bite the bullet and port everything to Qt's xml classes, although a lot of those have been deprecated. I also fixed a bunch of Qt 5.15 deprecations.
- **Wolthera:** I merged the libheif/avif branch this week and then continued on doing QML experiments. The small selector qml port can do everything the regular small selector can, now. Yeah, I didn't test hdr, of course..
Then I attended the qml meeting and explained what I was doing.
I tried attending the KF6 sprint, but my family kept interrupting and calling me about my birthday this thursday, so I gave up.
- **Emmet:** Eoin and I ran into some other issues with our Multiframe filters MR that we've resolved now--just a few minor things left that we should be able to fix before merging today. :)
We also did a bit of looking into caching again, some animation GUI stuff, pushed the latest release to Steam, and that's about it.
- **sh_zam:** I started with fixing some issues with QML canvas and pushing it to my fork. Then I moved on to bugs, initially I looked into some bugs on Android, some of them hard to reproduce, some of them minor nuances.
Then I moved to fixing bugs in general, fixed a couple crashes with transform and crop tool (this causing problems), and a minor issue with vector layer nodes, which I tested and merged today.
I find it hard to assign bugs at random because I don't know how deep the rabbit hole can go. That's about it.
- **Dmitry:** I've spent half the week on refactoring layer styles to load embedded resources properly. I have fixed that for patterns, but now I need to implement the same thing for gradients.
The other part of the week was spent on working on the color smudge engine.
I have implemented avx-optimized versions of all the composite ops needed (thanks to the Lynx3d's code it was quite easy) and now color smudge is about 20% faster.
(Now I have switched back to layer styles, btw.)
- **Amyspark:** I don't have much news on my end. Today I have the last exam of the teaching diploma, and my supervisors popped up to let me know I'll sit my dissertation

before the end of April.

I submitted the proposal to LGM re dithering, patched up the libintl naming bug, and fixed the layout of the Bundle Manager.

I did fix halla's translation script to be run as part of CMake, and tested it thrice on Windows (where I am right now), so I don't know what happened... Neither do I about that kWidgetsAddons version issue that arose after my ifdef patch for halla.

I checked twice the apidox, and built it locally before submission. I think I'll be submitting MRs as drafts, and then test in both Manjaro and Windows.

AOB

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FYI

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Next week

- Halla
- Backup: Wolthera