14-08-2017 Meeting Agenda and Notes

Bug stats: [417](#) was 412

Tax situation:
- We ran the news, the response was overwhelming. This is our current financial situation:

Foundation		BRS	
savings account	27040.24	gumroad	234
current account	1516.48	savings account	3022.12
paypal	158.02	steam	338
		WS reserved	4850.74
		WS scheduled	1942.51
	28714.74		**10387.37**

The 15060 eur of taxes have been paid: with a bank interest rate of 0.1%, it's more expensive to wait and pay the extra interest to the tax office in 4 months than to pay it right away.

We also have a lot more dev fund subscriptions: 55, though 10 are marked as inactivated.

Progress Bar Banner: let's keep it there! At the end of August, let's make it link to the donation page, and let's reset it every 1st of the month. We'd put in something like "Donations in this month" for the text. We'll set the target to the average donations we get in a normal month.

Unittests: still too much brokenness

Other news: Shreyas has added a reset button to the hsv filter, Victor has cleaned up the python scripts.

Minutes

Tax stuff

See above.

Releases

Release platform maintainers: Boud shouldn't be doing all the builds for every release. We need to have someone to make the tag and tarball, and then we need to have platform maintainers that make and maintain the build scripts for their platforms. Problem: they need to do the build the right way... We'll make a call for platform maintainers.

3.2.0 next tuesday

4.0

We need new pre-alpha dev builds for all os'es... There's a lot of new stuff in there already.

Python: needs to be included on OSX and Linux AppImage. Works on Windows!
Gstreamer: needs to be included in the AppImage

Angle

Create a test build and ask Intel users to test it. Windragon is figuring out what for extra info to collect.

Progress bar

See above

Multithreading

- We're working on multithreading the animation frame render cache. This creates a copy of the current image for each thread. That gives an overhead of 200mb per thread/copy, because the projection changes per frame. This memory is then locked up for 2 to 3 minutes by Krita's process since boost::pool doesn't release memory to the system immediately. Let's have a slider with 0..QThread::idealThreadCount, default value QThread::idealThreadCount() /2 and a good tooltip.
- Dmitry has come up with a new idea on making the pixel brush use multicore more efficiently.

Summer of Code

We're gettting close to the finish line.

- Eliakin: A big chunk of his work got merged to master. It shows that a script can prevent krita from starting if there's a bug in it... Zeyelth (Victor) is now looking into how we can harden the scripting plugin against that. In the apst week, Eliakin worked on the scripting docker, this week on the multifill script.

- Akap: Krita can send data to the server, and the data can be displayed: http://akapustin.me:8080/ We should have a diff to review soon.
- Tantsetov: not in the meeting
- Aniketh:

Individual Done and Todo

- **Dmitry:**
  - Todo:
    - Implement multithreaded rendering of the image frames when exporting
    - Optimize rendering of the frames by not recalculating frames if they do not differ
    - Do profiling of the rendering in VTune, play with the number of threads used
    - Check if we have some over-multi-threading in Krita and fix it if so
    - Check for bottlenecks in memory
    - Implement a switch that controls the number of threads available to Krita
  - Done:
    - Implemented multithreaded frames and cache rendering
      - pros:
        - works really fast
      - cons
        - copying takes up to 0.2 sec per copy, which might be up to a few seconds on many-cored cpus
        - copying eats memory: every copy is about 200MiB extra RAM memory
    - Have an idea on how to make Pixel Brush multithreaded. Did a short research on Saturday, but it is not finished.
    - Good news: the students are returning from their vacations are work actively on their patches :)
- **Wolthera**:
  - Done:
    - Made https://phabricator.kde.org/D7076
    - Poked at doxygen, made a pdf with 4.0 pre-alpha 2 libkis docs: https://share.kde.org/index.php/s/nWsOxTaWvrOJmCq
    - For manual made this task: https://phabricator.kde.org/T6714
    - Made SVG comic templates: https://www.dropbox.com/s/e72t4kdchleqjm0/comic_templates.zip?dl=0
    - Spent rest of week poking at comics project manager plugin for Krita with python. Got to the point that I can manage pages and export a cbz file: https://www.dropbox.com/s/615rb32syttlkxc/A%20Test%20comic.cbz?dl=0

- ○ Needs to do:
  - ■ Finish this: https://phabricator.kde.org/T6478
  - ■ Made an edge detection filter that needs work further: https://phabricator.kde.org/D6556
  - ■ Make a colorspaceinfoobject so we can get info like filenames, databytearray, etc for the palette export scripts
  - ■ Extend python api
  - ■ Write documentation
  - ■ Organise demo video stuff.
  - ■ bugtriage
- ● **Scott:**
  - ○ **Done**:
    - ■ Paypal progress bar working for site now with fundraisers
    - ■ Did a couple small UI fixes in aniketh's branch and did some testing
    - ■ Went to a pixelpop game dev convention with a krita booth
  - ○ **Doing**:
    - ■ Looking through text branch code and will see if I can do anything
- ● **Boud:**
  - ○ **Done**
    - ■ Spent all week reacting to the reactions on the tax announcement. Also I got a cold or something. Thinking is hard with a head stuffed with cotton wool.
    - ■ Created 3.2.0-beta.3 and deleted it
    - ■ Created 3.2.0-rc.1 and pushed builds
    - ■ Fixed the last 3.2.0 release blocker
    - ■ Started working on a cmake build system for gmic-qt, for easier cross-platform building.
  - ○ **Todo**
    - ■ Call for platform maintainers for our releases; I really shouldn't try to build everything myselftkri
    - ■ Work on the intel milestones: brush size and core dial, qml-based open dialog and docker with qml buttons and slides.
    - ■ Make 4.0-pre-alpha.2 builds with and without angle on windows, and with python on osx and linux. Find a way to convince people to take over the making of builds from me...
    - ■ track all gsoc branches
    - ■ Work on svg text tool
    - ■ Fix custom resource folder bugs (T3694, D2725)
    - ■ Spriter plugin bugs
    - ■ Setup patreon (?)
    - ■ Still need to figure out how to package gstreamer in an appimage.

- - - Got a bright idea for replacing the reference images docker with canvas decorations when I was working on my comic and needed a reference image close by: https://phabricator.kde.org/T5805
    - Fix Channel and Selection classes in the script
    - Think about extending KisAction with an arguments api, so actions can be made callable objects.
    - Expose the svg dom to libkis
    - Figure out a way to make all dialogs remember their settings automatically
- **Animtim**
  - Done
    -
- **Laurent**
  - Done:
    - (a few weeks earlier) merged changes where the last unit used is reset when opening again a dialog of the imagesize plugin.
    - By the way, the same branched contained code to add '%' unit to the imagesize spinboxes, % being a synonym for vh or vw depending on the situation. vh and vw are still present for those who know css units.
  - Todo:
    - Sync printing size units with resolution units automatically. -> shouldn't we add an option for that ? For example I'm used to set my printing size in cm but my resolution in dpi so automatic unit synch would be bothering for me :S
    - Implement multiple unit transform in unit spin boxes
    - Use unit spinboxes everywhere possible, even when the unit is degree or time. This is a bit too much work regarding the fact that I'm in the second half of my master project… so a bit under pressure. I will probably be able to do it in June or July (Sorry :S)
    - By the way, I will implement, in c++, the algorithm I spoke about (using tv-norm regularization for denoising and inpainting) for my master project. It won't be directly usable by krita, but if we find it useful I may be able to adapt it this summer if my referee in school let me do so. -> I have a mockup in python, it still need a bit of polishing but I should be able to send it this week (it's a command line tool, I'll join a proposition for the GUI in krita).
- **Nimmy:**
  - Improved kikibot
- **Windragon**
  - (Done, mostly) Stabilizer https://phabricator.kde.org/T6440
    - Still waiting for user feedback (if any at all)
    - (Done) Also ported the final commit to 3.2, should be in rc1

- ○ ~~(Todo) Will play around with ANGLE, windows 10 dpi scaling, that sort of stuff~~
  - ○ ANGLE: https://phabricator.kde.org/T6696
    - ■ (Done) Made Krita work with ANGLE reasonably fine
    - ■ (Todo) Release a test build hard-coded to enable ANGLE for testing
      - ● Need to consider what information to collect from users for analysis
      - ● Try to add the data to somewhere that can be accessed from the GUI or a local file? Probably don't want to ask every tester to have DebugView…
    - ■ (Todo) Make the choice of GPU rendering configurable, and if possible also add some extra checking (with the help of Qt's existing checks): https://phabricator.kde.org/T6728
  - ○ (Todo, low priority, or that I don't really feel like doing it just yet) Hoping to update Windows build and packaging instructions
- **Irina**
  - ○ Todo:
    - ■ Inventory the shop, see what we still have that we can sell (haven't got round to that yet, won't manage today)
    - ■ Some admin stuff (ditto)
    - ■ Take a handful of updated usb sticks to worldcon to give to friend-of-friend artists (packed)
- **Eliakin**
  - ○ Done:
    - ■ Docker that shows thumbnails for last ten opened images
    - ■ Merge master into my branch
    - ■ Merge my branch into master
    - ■ A Docker where you can create your own button with a shortcut and point to one script in your file system.
  - ○ Todo:
    - ■ A multifill script - (Setup)
    - ■ High Pass Filter - https://bugs.kde.org/show_bug.cgi?id=374972
    - ■ Convert literal strings to translatable string
    - ■ HUD search menu like GIMP
    - ■ A shortcut that shows palette with color history and common colors.(Maybe)
- **Eugene Ingerman:**
  - ○ Done
    - ■
  - ○ Todo:
    - ■ Tune algorithm to preserve textures better.
- **Aniketh**

1. The whole Content download dialog should be KNS3 free, We are only using KNS3 for the status enum. Which could be changed after the release of KF6 framework.
2.

- ○ Done:
    - ■ Documentation is done.
    - ■ Started working on the Tag management.
    - ■

- ○ Todo:
    - ■ Functions in DlgContentDownloader widget are generic, make them specific-- Remove unwanted.
    - ■ Fix the following Bugs in the resource manager during the GSoC period:

    Both the bugs are regarding the duplication of the items when they are bundled using the bundle manager.

    - ● BUG [359854](#)
    - ● BUG [377495](#)

    - ■ Testing the implemented features to recognize any further bugs if existed.
    - ■ Documentation of the classes and functions created.
    - ■ Start fixing the bugs in the Resource manager

- **Grigory**
    - ○ Done
        - ■ Create dynamic splat
        - ■ Create wetmap
        - ■ Create splat generator for watching splats behavior in "stroke"
        - ■ Endless Stroke while using watercolor
        - ■ Updating resources in endless stroke
        - ■ Now system storages in paintop, not in singleton
        - ■ Strategies
    - ○ Todo
        - ■ Correct finishing of endless stroke
        - ■ Local undo
        - ■ Optimize repainting
- **Alexey**

    - ○ Done
        - ■ Create remote backend server
        - ■ Try to send information from Krita to this server

- Write this information to the database
- Rework writing information to "nosql-json" format
- ~~Create new features for kuserfeedback(not necessary)~~
- Collection info for tools
- Rewrite server to Mongo or MySql
- Create collection info system for asserts, image properties
- Create aggregate information tools, actions
- Create receive information for asserts, image properties on backend
  - Todo:
    - Create collection info system for presets
    - Create aggregate info for image properties, asserts
    - Divide output info on different urls
    - Create simple python-based frontend

3.2.0 Release

See https://phabricator.kde.org/T6475

Dates:

- String Freeze + Translator notification: 10 July
- Freeze + test builds: 17 July
- RC 1 on august seventh; August 15th

4.0.0 Release status

Version: 4.0-alpha.1

Stuck on building python scripting on Windows and OSX, packaging python on Linux.

Blockers:

- ~~Scripting must be merged~~
- ~~SVG branch must be merged~~

Dates:

- No string freeze until we reach alpha

Versioning

Semver, with, on windows the final, fourth number set to 100 to indicate it's a final release, not a beta or rc (in the future it could start on 50 for beta builds).

Kickstarter

Next fund raiser: September.

Scripting plan:

1. Make Windows build work. Windragon got it fully working/
2. Need to figure out how to generate the scripting dox ourselves so they can be put on docs.kde.org.
   a. Api.kde.org is showing the scripting plugin fine, but merged krita with calligra again… it'd be nice if that was resolved.
   https://api.kde.org/bundled-apps-api/calligra-apidocs/krita/libs/libkis/html/index.html
3. Go through bugs that are collecting on the python task.

Vector Plan

1) Patterns editing
2) Filters loading/saving/rendering and selecting

Pending Kickstarter features

- 2014
  - All done!
- 2015:
  - Lazy Brush: interactive tool for coloring the image in a couple of strokes T372
  - Stacked brushes: stack two or more brushes together and use them in one stroke T124
  - ~~Manage palettes and color swatches T112~~
  - Reference images docker: https://phabricator.kde.org/T1613
- 2016
  - ~~SVG support and improved vector tools: https://phabricator.kde.org/T1005~~
  - Improved Text Tool: https://phabricator.kde.org/T1004
  - ~~Python scripting support: https://phabricator.kde.org/T1625~~

○ ~~SVG import~~/export

Steam

Currently on hold, Timotimo is moving.

- I would like 3.2.0 on 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~~
- Have to re-encode all the other DVDs to h264 for steam to be happy. Animtim has provided a commandline here: https://phabricator.kde.org/T5342
- Have to get capsule images 460x215 for every chapter for comics and muses, as well as a description for each chapter
  - Comics: http://www.valdyas.org/~boud/comics_steam.zip

13:56:52 < timotimo> i can report that all videos of Muses are uploaded. none of the chapters have a name, capsule image, or description yet. Timotimo will create a csv that be edited and read in again.

- Timotimo will start conversion of Comics
- ~~Irina will edit the csv for Muses with titles and descriptions~~
- ~~Boud is setting up a new steam partner, so sales through steam are not for the foundation anymore. The result will, of course, still be used 100% to fund Krita development.~~