

w28-04-2025 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:

- Dmitry (vacation)

Meeting Meta

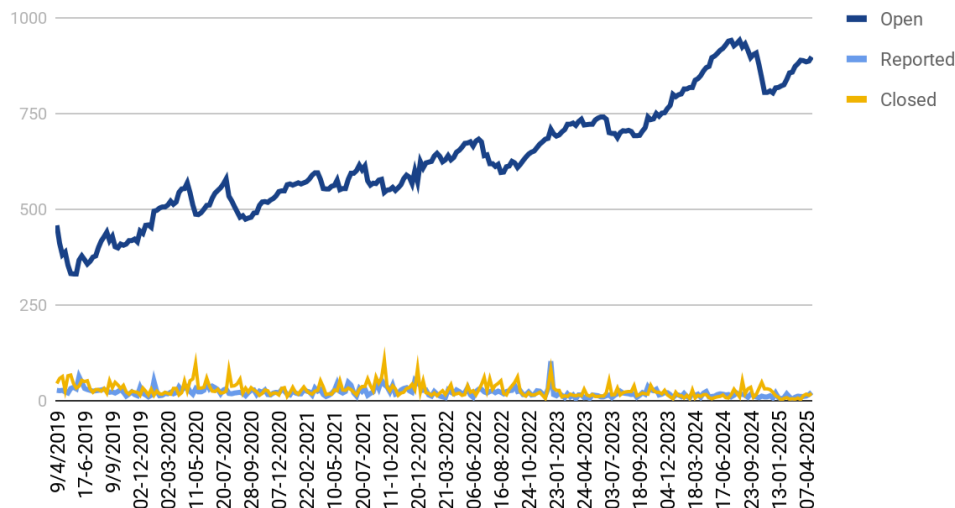
Rotation: [Wolthera, Emmet, Halla]

Today's Lead: Halla

Statistics

898 +22 -19 (2w) (887 +16 -14)

Bugs



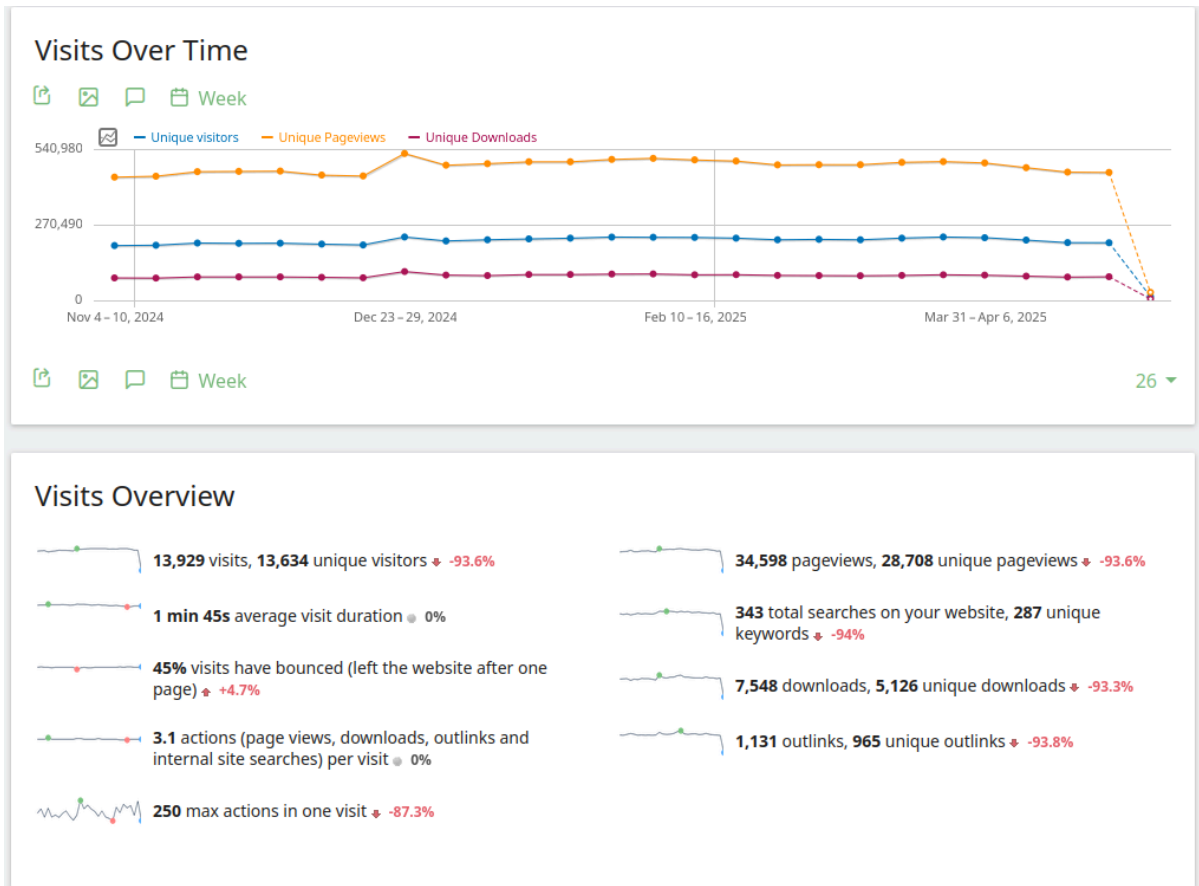
Commits in the past week

- Excluding merges, **7 authors** have pushed **22 commits** to master and **31 commits** to all branches. On master, **104 files** have changed and there have been [7,465 additions](#) and [7,785 deletions](#).

- Excluding merges, **11 authors** have pushed **50 commits** to master and **57 commits** to all branches. On master, **169 files** have changed and there have been **35,862 additions and 16,519 deletions**.

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Web:



- Recurring donations: **€2752** in the past month
- Fund.krita.org: 254 subscribers (249)
- Krita-artists.org: Pageviews last week - **277k**
 - Active Users Last week - 1.0k
 - Total Posts Last Week - 1.5k
 - Sign-ups - 24.2k
- [Mastodon](#): **8.5k**
- [Peertube](#): **903**
- <https://subredditstats.com/r/krita>

Code Stuff

Regressions and Bugs

- 22 [bugs marked as Regression](#) (-2)
- 1 [bug marked release blocker](#). (~)

Qt6

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Merge Requests

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Manual

- [halla] pipeline kick-off - done

Website

- Are the daily translation pipelines working?

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 we tag the final release, the merge window opens again

Releases:

Schedule

- Next release...
 - to be planned after we're done with the Qt6 port
 - We need at least a month of intense bug fixing for 5.2.10 to be useful
- For the 5.3 release, we should consider requesting/coordinating another Steam Daily Deal -- our last one was in June last year.

GSoC

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Youtube

- 100k subscribers

Roundtable

- **Halla:** I had a pretty bad week last week, seems even 30 minutes in church on Easter Sunday brings me down for days with vomiting and stuff... But there was also a lot of admin stuff, like accountants, trying to figure out how to get the floss.fund money and lots and lots of email.
- **Dmitry:**
 - 1) Upgraded the Applmage runtime to the new version
 - The upgrade **broke** Krita Applmage to run on systems with ApplmageLauncher installed. See bug https://bugs.kde.org/show_bug.cgi?id=503204 The workaround for the issue is to upgrade ApplmageLauncher to the "alpha" version. But, as far as I can tell, it might be impossible on **some** systems which install it using a package manager (e.g. Arch Linux).
 - The new runtime is currently activated in **both** the active branches, master and krita/5.2, so both branches are affected.
 - **NEEDS DISCUSSION:** We need to decide what to do, whether to revert this change or poke the Applmage developers about this issue or try to fix ourselves.
 - Dmitry will revert *and* contact the appimage people again
 - 2) Made a testing branch with Ubuntu 22.04 base image for Applmage. Ubuntu 20.04 is reaching its EOL next month, so we should update our Applmage packages. The MR with the prebuilt packages is here: https://invent.kde.org/graphics/krita/-/merge_requests/2388
 - I need people with different distributions to test the packages built in the pipeline from this MR. If it runs fine on all the known systems, then I can start the deploying process (it is not trivial, since we should also switch the Android and Qt6 images/packages).
Basically, I need a greenlight to start deploying the upgrade 😊
 - 3) Upgraded FFMPEG to version 7.
 - **NEEDS DISCUSSION:** It now supports AV1 encoder, perhaps we should add that to our GUI? Theoretically, it should be patent-free.
 - emmet will take a look, wolthera says av1 is more workable, and supports HDR, so yes.
 - It now also supports hardware optimizations for Intel CPU/GPU using the QSV encoders. Personally, I didn't manage to make it work on my system. Perhaps someone could test it?
 - The QSV encoders are not available in the GUI, one should activate them manually by providing custom command-line in the encoder's settings page.
 - 4) Been working on implementing unit tests for the Metadata Deduplication MR. While writing the unittest I found a lot of issues still present with the metadata being duplicated. I think I fixed most of them, though the patch still needs to be cleaned up a little bit. I will do that after the vacation. MR: https://invent.kde.org/graphics/krita/-/merge_requests/2368

- 5) **NEEDS DISCUSSION:** I think my changes to the database schema in the metadata MR unintentionally activated `PRAGMA foreign\_keys = ON` option, which opened a can of worms:
 - it seems like Krita uses foreign_key features of SQLite in the DB schema, but Krita **has never activated** actual runtime checks for this. It means that tables do declare the foreign key dependencies, but they are never verified on the runtime. I wonder what should we do about that?
 - My idea/proposal:
 - Enable foreign key checks on **development** (and nightly?) builds, so that developers should track down all the issues
 - disable foreign key checks on **release** builds and pray it works as before 😊
 - Proposal *accepted*
- **Wolthera:** Spent last two weeks on fixing up a ton of minor issues regarding text layout, which also cleared up my head a little. Also spend a lot of time finishing up the 8.5k blogpost about metrics (<https://wolthera.info/2025/04/going-in-depth-on-font-metrics/>) and wrote an introduction to the font-metrics related features for folks on K-A: (<https://krita-artists.org/t/text-tool-thread/57973/203>). This week, I'll be working on font-rendering related stuff. Once I've got that done I can start working on style presets and the like, which encompass the last part of phase 2 of the text tool.
- **Emmet:** Over the last couple weeks I've been working on various animation related bugs, I fixed the unit test that I broke a few months ago (whoops...) when I changed the default configuration of the screentone generator layer, and finally I got a little bit stuck on making a Undo2Command mergeable at the end of last week (and I'm not sure why just yet).
- **Ivan:** These weeks were slow due to holy week and a short vacation. I finished my build of krita6 deps. I intentionally used a custom branch to update all (within reason) dependencies and test CMake 4.0: Most deps we use were released between 2020~22, which is not too old. In short, most deps are not compatible with cmake 4.0, a couple use a cmake wrapper patch made by us, this still works with latest versions, but some targets might be missing. PITA deps include all ffmpeg deps, and all font/unicode. We do need a strategy as we can't possibly update the deps as a single person operation. Should we give some deps a dev responsible for them? Assign an update schedule? Krita compiles fine up to a point where the linker fails, all symbols are there but it doesn't find them. Seems like an env problem from my side.
- **Tiar:** I wrote a script finding possible unnecessary includes, I was able to remove around 1600 in just plugins/tools and libs/global, and I can probably remove ~17k more (out of 41k) which might help on Windows. I don't know if it will (I could try to build it on Windows this week, I guess). The more I do, the less work I need to do for further includes since I'm filling up keywords table and adding new rules. Also when I finish we could possibly use it on CI. "did you also do the call for a power user to test the ai plugin on krita-artists?" I did; I need to follow up on that. Johnny was also doing similar thing, but just for Qt includes, but he did it all over Krita source (I only noticed when we were both in the middle of it already). It would be helpful for me to do my work on top of his, and the earlier, the better. Dmitry promised a review later this week or next week, but I was wondering whether I should review it myself to be done

with it earlier. On the note of reinstalling things, I installed a slightly newer kernel and it fixed the issues with graphics that I had for ages (I was basically using a software renderer for half a year) so I'm pretty happy :) decreasing the screen lightness finally works! <3. also some time ago I made a change for a button on krita.org website and I need to make a MR for it. Also I started writing a blog post regarding putting a FOSS application on Steam since there are at least two projects who want to do that now. and I assume others might want it too. so it would be a "full guide" kind of thing with list of sources etc. and I wanted to research the way other projects do their funding since we have an issue with our Dev Fund. Didn't spend too much time on that but looked at some other projects.

AOB

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FYI

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