

20-11-2017 Meeting Agenda and Notes

Statistics

Bug stats: [452](#) was 447

Commits (copied from github):

- Excluding merges, **7 authors** have pushed **15 commits** to master and **40 commits** to all branches. On master, **36 files** have changed and there have been [693 additions and 40 deletions](#).

Dev fund subscriptions/money: Now: 62, unchanged

Donations: November: 1348: this includes a 500 euro donation from ASIFA-Hollywood. October was 1134.

MS Store: 3.3.2 is in the store now

Other news:

- We've had a 500 euro donation from ASIFA-Hollywood. <http://www.asifa-hollywood.org/>
- Jouni has started working on the next Intel project. This is the first task: <https://phabricator.kde.org/T7220>
- Stuart visited Boud and Irina; he's setting up a new build env and could push releases to Steam again.

Agenda/Minutes

3.3.3 release

- Need to check what happened to drmingw -- I'm pretty sure I built that dependency...

4.0.0-prealpha.3

- 4.0.0-prealpha.2: probably uploaded the wrong build for Linux...
- State of the build scripts: <https://phabricator.kde.org/T7064> . Note: the installer should be built using signed executables.

Mini-sprint

- **Sprint is at 23/11**
- Attendees: Boud, Wolthera, Jouni, Dmitry, Irina, Beelzy.
- Still need agenda points: <https://community.kde.org/Krita/MiniSprint2017>
 - Triage/Classify/Condense the bug list
 - Text tool

- Telemetry questions
- Marketing
- Figuring out trouble with python api(filter layers, etc)
- Second Intel project
- HDR support (<https://bugs.chromium.org/p/chromium/issues/detail?id=682416>, jpeg-xt etc)
- Q_ASSERT and RelWithDebInfo
- Wolthera will like not be able to be there till friday evening with school and all. (Wolthera might be there on thursday evening if everything pans out)

Intel project(s) status

Jonas and Fred have basically accepted the last builds as final, they were happy with the results.

- **Boud:**
 - Working on making it possible to invoice, no luck yet: I now have a DUNS number, but cannot enter the number in supplier.intel.com, and Intel just asked me to get fill in the DUNS number form yet again.
- **Dmitry:**
 - Intel is testing the performance optimizations

Phab

- Task 7411 "Additional OpenGL graphics drivers to be blacklisted for Krita"
 - Should we just blacklist Intel completely on WIndows? It could give performance regressions. See <https://forum.kde.org/viewtopic.php?f=281&t=142873&p=384191#p384191>
- Lazy brush: <https://phabricator.kde.org/T372> : please test the branch

Any other business

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Individual Done and Todo

- **Dmitry:**
 - Todo:
 - Review the patches today
 - Prepare slides for CGEvent (2nd of December)
 - Depart to the sprint on Wednesday and arrive on Thursday :)
 - Done:

- Implemented the watershed-based Lazy Brush algorithm. Ready for preliminary testing in kazakov/lazy-brush-remastered
- **Wolthera:**
 - Done:
 - Finished this: <https://phabricator.kde.org/D7076> Needs review or something? I want to keep cosmetic stuff for afterwards, because I don't think that is the part that needs reviewing...
 - Pushed <https://phabricator.kde.org/D8765> it now need icons to decide on in <https://phabricator.kde.org/T7435>
 - Tested lazybrush a bit.
 - Needs to do:
 - 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.
 - bugtrriage
- **Scott:**
 - **Done:**
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 - **Doing:**
 - Update patch for render animation to also include exporting images
 - Branch for assistants and making it have color and opacity properties
 - Started a branch with 4.0 presets
 - Tested out lazy brush branch
- **Boud:**
 - **Done**
 - Update OSX build to Qt 5.10 beta
 - Had a short vacation last week
 - Call for platform maintainers for our releases; I really shouldn't try to build everything myself
 - **Working on**
 - Integrate aniketh's gsoc branch in master
 - Text tool
 - Vertical text in Qt
 - **Long term Todo**
 - Fix the python plugin manager
 - Contact wacom
 - Work on svg text tool
 - Fix custom resource folder bugs (T3694, D2725)
 - Spriter plugin bugs

- 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

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- **Laurent**

- Done:

None previous week, sorry :S

- Todo:

- Top priority: solve https://bugs.kde.org/show_bug.cgi?id=384100
- 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)

- **Windragon**

- (Done) Failed to "fix" poke1024's touch scrolling on windows, so accepted it anyway, though I reported a bug to Qt
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- (Todo) Iron out issues with build
- (Todo) Update docs on building on windows
- (Todo) Maybe implement a hackish (probably not unlike other software that has this) WinTab mouse mode (by taking mouse coordinates with tablet pressure)
 - Or alternatively, implement an actual relative mode?

- **Irina**

- Done:

- Todo:

- Inventory the shop, see what we still have that we can sell (haven't got round to that yet)
- Some admin stuff (ditto)

- **Poke1024**
 - Working on:
 - OpenGL, glfinish, fences; some more tricks to reduce the OS X OpenGL delays
- **Eliakin:**
 - **Done**
 - Finish exams of the university
 - **Working on**
 - Implement Multifill Script
 - High Pass Filter
- **Jouni (“tyyppi”)**
 - **Done**
 - Session support for multiple windows and open documents

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).

Scripting plan:

1. Make OSX and Appimage with Python
2. Need to figure out how to generate the scripting dox ourselves so they can be put on docs.kde.org: wolthera has experimented with generating a pdf with doxygen
 - 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> [resolved]
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 3.3.0 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. Animmt 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.~~