



# QGIS PSC Meeting 10th July 2017

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## Present

- Tim
- Richard
- Jürgen
- Anita
- Andreas

## Apologies

- Paolo

## Video / Audio Channel

<https://zoom.us/j/512272176>

## Previous meeting minutes

<https://drive.google.com/open?id=1s4mTD532sXNDh71mv6y0BQQLwyWKJR-EHO2oLHLY8zw>

## Next meeting

August 6, 2017 15:00 CET (At QGIS Conference) (Richard & Anita to join by Zoom)

## Agenda

- Message from Jody Garnett: OSGEO breakfast at FOSS4G - is anyone going?
  - Anita: no
  - Richard: no
  - Tim: no
  - Jürgen: no
  - Andreas: no
  - **TODO Tim:** Can ask Larry and Sourcepole
- Follow up: Richard: Test.qgis.org for OGC testing results (and/or other? Landing page to travis etc?)  
(see <https://lists.osgeo.org/pipermail/qgis-psc/2017-May/005315.html>)

- **FOLLOW: Tim:** offer to host it on a QGIS.ORG sponsored server and do DNS - CampToCamp to provide details of requirements and clarify who will maintain the server / services.
  - **DONE:** “Hi Régis  
I just wanted to follow up on this - we would like to provide hosting for the OGC compliance tests - could you get into contact with myself or Richard to discuss the requirements and we can set things up with DNS and hosting space for the reports?”
  - **TODO:** Richard to follow up again with Régis
  - Paolo: Harrissou proposals for documentation (see <https://lists.osgeo.org/pipermail/qgis-community-team/2017-June/004843.html> )
    - <https://github.com/DelazJ/QGIS-Documentation/wiki/On-the-road-to-QGIS3>
    - **TODO:** Paolo schedule a separate meeting
  - Andreas:
    - **TODO Tim:** Website: Include sponsors list from <http://changelog.qgis.org/en/qgis/sponsors/list/> into <http://www.qgis.org/en/site/about/sponsorship.html> so Andreas doesn't have to do twice the work (make an entry in the changelog application and manually update the website in Github)
    - Allow arbitrary amounts for sponsorships, because sometimes sponsor want to pay more (or less) due to special circumstances than the fixed level.
    - Automatically create invoices from Projecta (<https://github.com/kartoza/projecta/pull/272>)
    - Suggestion:
      - **Sponsorship list:**
        - Have a cascading sponsorship page with highest level sponsor having one sponsor per row, next level 2 per row and so on.
        - Move the sponsorship level logos up to the start of each level and don't repeat next to each sponsor
      - **Invoices:**
        - Add some extra fields for comments / notes and PO number from client
        - Allow for sponsorship amount to be flexible
  - Tim: Certification platform status:
    - Latest certification work online - you can now add templates for certificates.
    -
  - Tim: Python docs: (budget of EUR 5000)
    - **Proposal from OpenGIS:**
- Part1:**

- A lot of effort has gone into automating the generation of sip files from header files. Part of this effort makes the API documentation available within Python. This allows for creating a specific Python API documentation (compared to the current Doxygen API documentation that is focused on the C++ API and therefore not completely accurate).
- The Python API documentation will be built on Travis with each new push to the main QGIS repository.
- \* Use Sphinx to build the QGIS python API doc
- \* Display full signature docstrings including all overloaded methods
- \* Support syntax in Doxygen for both C++ and Python code snippets and documentation
- \* Rename remaining single char function parameters in API methods (since parameter names are now part of the stable API)
- \* Documentation for sipify to help developers write good API documentation
- \* If there is time left: integrate Doxygen diagrams in documentation
  - **Tim:** +1
  - **Andreas:** +1
  - **Anita:** +1
  - **Jürgen:** +1
  - **Richard:** +1
- **Part 2:**
  - When the API is built, it needs to be made available to be of real use to Pythonistas. A successfully built PyQGIS API documentation can directly be deployed from Travis to it's final hosting.
  - \* Auto-deploy the final PyQGIS API documentation from Travis build
  - \* Based on branch and tag information (to have a master documentation and version specific documentation)
  - Note: PSC has to clarify where/how the doc would be hosted (github pages, qgis.org webserver, ...)
    - **Tim:** 0 (propose to wait until after part 1 is done and if budget can be made available)
    - **Anita:** +0
    - **Jürgen:** +0
    - **Andreas:** +0
- **Part 3:**
  - Building of the latest QGIS Doxygen (C++) API documentation currently happens as a cron job on the QGIS infrastructure. The Doxygen documentation is also built on Travis as part of the CI testing.
  - Pushing the latest Doxygen API documentation as part of the build process would reduce the maintenance overhead and load on the QGIS infrastructure. The scripts used to build and upload would be directly next to the documentation itself and maintainable by everyone.
  - \* Auto-deploy the C++ API documentation
  - \* Based on branch and tag information (to have a master documentation and version specific documentation)
  - Note: Can only be implemented in combination with option 1
    - **Tim:** 0 (propose to wait until after part 1 is done and if budget can be made available)
    - **Andreas:** +0
    - **Jürgen:** -1 (already available through nightlies)

- Tim: more prominent QGIS.ORG blog feed into QGIS.ORG main site?
  - **TODO:** Ask Richard to help include specifically the <http://blog.qgis.org> in its own section on the main web site so that news from there is more prominent.
- Tim: User conference programme: <https://qgis2017.wordpress.com/presentations/>
  - **Tim:** Contact Lene about state of Conference
  - Budget of EUR 8000 for the conference
- Tim: 2.18 LTR status and promotion plans?
  - Status
    - <http://www.qgis.org/en/site/getinvolved/development/roadmap.html?highlight=roadmap>
    - Paid bug fixing effort for 2.18: <https://docs.google.com/spreadsheets/d/1F6v4g8Ayb3wlt73rxFKD8h4B95MaTwt-eDit8YvReB0/edit#gid=2119183732>
    - **TODO:** Jürgen to participate in bug fixing for 2.18 too - Andreas to advise on what funds are available for continued fixes
  - **Marketing**
    - **TODO Anita:** Blog post to be published on 24th November & Social media!
    - **TODO Anita:** Banner on main web site letting people know the new LTR is here
    - **TODO Anita:** OSGeo news item
    - **TODO Tim:** Get the country user group representatives to send out a message to their mailing lists
  - **MESSAGING:**
- **Governance: TODO:** trade registry open issues:
  - Visit from Paolo in Zurich
  - Waiting for additional signed documents (AGM meeting minutes) to be couriered to Andreas
  - Final trade-registry application hopefully in second half of July, at the same day Paolo visits Zurich
- **Governance:** Tim to set up new voting member nominations
- 3.0 Logo: Remaining **TODOs:**
  - <http://plugins.qgis.org> - Done as of July 10th, thx Richard!
  - <http://docs.qgis.org/testing/en/docs/index.html>
  - Full list: <https://docs.google.com/document/d/1xH-RWTLGuOv6Z92MtS4RpUxDDtueL7pBRjTLALiS4PY/edit>
  - **TODO: Paolo @ trademark:** we will pursue updating European trademark.
  - **TODO: Paolo** move trademark ownership to QGIS.org at the same time as above
- **Finances:**
  - **TODO Tim:** write blog post thanking the Essen sponsors (Marco Lechner, Thomas Schüttenberg)

**Andreas:** Invoices sent **FOSSGIS e.V. and QGIS-DE** about Essen dev meeting. QGIS-DE money received, FOSSGIS e.V. pending.

- Current balance/income/expenses:  
[https://docs.google.com/spreadsheets/d/1VOt4RFJkJ7LaTAnEGmQ2VB1DZT8Q9lor-b\\_uBAVP8YQ/edit#gid=606857789](https://docs.google.com/spreadsheets/d/1VOt4RFJkJ7LaTAnEGmQ2VB1DZT8Q9lor-b_uBAVP8YQ/edit#gid=606857789)
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- Discussion on **QGIS 3.0 release schedule** (Matthias Kuhn)
  - Proposal to delay QGIS 3 for 1-2 months (feature freeze) and to extend bug fixing period. E.g. feature freeze: mid october, release mid december, packaging before Christmas ;- ) - request from Nyall (+1ed by other devs).
  - **Processing:** according to Nyall, with a 1-2 months delay of feature freeze, there is good chance that Processing can be in a good shape for release - otherwise not, because algorithm porting won't be done by mid August. If we don't delay, we would be forced to ship two versions of Processing (old Python based one with more algorithms and new C++ based one with fewer algorithms). In any case, Nyall will write an algorithm porting guide and would need support from additional devs contributing in porting the algorithms from Python to C++.
  - Updated schedule  
[https://docs.google.com/spreadsheets/d/1MOljwon5eDI04DG6rX\\_HwucZkW1fxFJ0b\\_yB0xYETOE/edit#gid=1982100417](https://docs.google.com/spreadsheets/d/1MOljwon5eDI04DG6rX_HwucZkW1fxFJ0b_yB0xYETOE/edit#gid=1982100417) (3.0 FF moved 4 weeks ahead, 3.0 FF phase extended 4 weeks)
  - Proposal:
    - **TODO:** Jürgen to contact Nyall and confirm that 4 weeks is adequate for him to finish the pending features he has. Then to update the release schedule accordingly.
    - **Proposed to keep:** release schedule at 4 monthly increments after 3.0 comes out and release 3.4 as LTR