

10-10-2016 Meeting Agenda and Notes

Stats: 349 open bugs, up from 346

Bug fixes project board: <https://phabricator.kde.org/project/view/134/> (but there are other critical bugs!)

1. Individual Done and Todo

- Dmitry:
 - Didn't do at all: Regressions :(
 - Done:
 - Started the SVG loading works. Basically I write unittests that check what features are implemented and which not. I covered "Chapter 7" of the standard and atm almost finished "Chapter 11"
 - TODO:
 - Work on SVG further. Probably, finish loading stuff and try to connect it to Krita.
 - 3.1 regressions? (Yes, please, no question about it!)
 - Make address labels for Irina
 - Order postcards for KS 2016
- Wolthera:
 - Done:
 - Testing, didn't do much else.
 - Attempted to write a fill layer plug-in, but that's being throttled by weird updates in the generator layers.
 - Attempted to see if the source-over made much difference for the opacity/color smudge 8bit bug. It didn't.
 - Attempted to make it possible for people to store the paths.
 - Made inking page in the docs.
 - Not done:
 - CMYK selector bug
 - Speed-ups, which I don't want to work on until I know people are actually using the selector and no other big bugs are there. I don't want to end up having to fight with premature optimisation.
- Scott:
 - Doing:
 - Work on UI wireframes and discussion for the following:
 - Text Tools
 - Vector Tools
 - Release Notes for upcoming 3.1

- Documentation on some user manual tasks
- Boud:
 - **Not Done**
 - New builds: there weren't enough bug fixes to make it worth the day I spend on builds
 - Refactor the import/export filter error feedback mechanism. I ran out of time for that.
 - **Done**
 - Phabricator reviews
 - Added tablet-pro profiles and contacted author about their demo video
 - Fixed issues with export refactoring
 - Started building the build framework for the scripting plugin
 - some bug fixing
 - Checked DVD sales: Secrets hasn't been a big seller, only about 60-70 copies.
 - **Todo**
 - Lower the price for all dvd's
 - Lower the price of Krita on Steam and redo
 - Submit tax return over previous quarter
 - More python stuff: hopefully get it building on OSX and Windows as well, before I start working on the API
 - More bug fixing for 3.1
 - Setup x86 builds on a Windows vm
 - The rest of my todo...
- Animtim:
 - Done: update default tags and kritarc
 - Doing:
 - Preparing animation video tutorials
- Laurent
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- Tyyppe:
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- Nimmy:
 - Done:
 - QT patch fix (<https://codereview.qt-project.org/#/c/166202/>)
 - Not done:
 - OCIO Bug 369474
- Windragon
 - Boud merged the embedded drmingw patch; that needs to be tested by more people
 - Try compiling MinGW builds with more hardening: <https://phabricator.kde.org/T3917>

- This may affect drmingw as ASLR loads modules to different base addresses
 - Investigate reducing build time on Windows
- Irina
 - List of whatever is needed from the printer is done
 - Waiting for the address database (Dmitry)

3.1 Release Status

List of items to disable after branching (<https://phabricator.kde.org/T3985>):

- Macro recorder
- Lazy brush