

02-04-2018 Meeting Agenda and Notes

Statistics

Bug stats: [332](#), +45, -56

Commits (copied from github):

- Excluding merges, **7 authors** have pushed **52 commits** to master and **56 commits** to all branches. On master, **99 files** have changed and there have been [944 additions and 1,725 deletions](#).
- Last week: Excluding merges, **7 authors** have pushed **24 commits** to master and **35 commits** to all branches. On master, **57 files** have changed and there have been [418 additions and 196 deletions](#).

Dev fund subscriptions/money: Now: **81**, was **71**

Donations: As of writing: **153** .March: **2504**, February: about **2759** . Note that this is before paypal takes its cut.

Downloads (downloads.kde.org): **37,092** unique, last week **39,944**

Web traffic: **73,799** unique visitors, **198,563** unique page views... **101,545** unique visitors last week, **246,744** unique page views last week

Other news:

- After a lot of twitter messaging, Tyson Tan made a mockup for the download page: <https://phabricator.kde.org/M124>
- Boud and Irina will be mostly away from wednesday evening until Monday morning, for Orthodox Easter. Also, Boud and Irina will be on vacation/attending LGM from April 13th to May 2nd. (Might even be April 12th, because of SCNF strikes).

4.0.1 and 4.1.0

- **So, let's aim for a 4.0.1 release Wednesday April 11th**
 - **Tarballs Monday 9th**

4.0.0 release post-mortem

- Windragon: I guess it's not that bad to package ffmpeg with the installer. We can remove the unneeded files. windragon> boud: I can but I can't give an ETA

4.0.0 release cycle

- (B) Steam Store needs to be updated
 - 32 bits windows builds are done, Boud has contacted Stuart about the update
 - Steam shop update is ready to go live, still need to write an announcement

- (B) Fix Python on macOS
- (B) Fix translation on macOS again and for the appimage

Pending Kickstarter features

- ~~Only Reference images docker:~~ <https://phabricator.kde.org/T1613> (reference images tool will be in 4.1)

2018 Summer of Code

- All proposals are final now.

Manual

- Scott has started looking into Sphinx as a replacement to host the manual; that will enable an off-line version and translations
 - It's hard to find up-to-date documentation on Sphinx itself...
 - Scottyp has gotten an instance going and has done some testing

Build/Sign Infra

- (B) OSX: we have a developer account now. Now we only need to figure out how to sign our packages.

Contributors Handbook

- Outline: <https://docs.google.com/document/d/1xIhmocYvbNf4FsW6k9LuerFi0ojDrTGjYR6UsXYVVFo/edit>
- Phabricator task: <https://phabricator.kde.org/T7666>
- Note that there is already this book: <http://archive.flossmanuals.net/kde-guide/>
- Add subtasks to the phabricator task with the text.
 - For now, boud will work on the building from source and dmitry on updating the strokes framework architecture page.

Intel Project 2 Update

- We got UX feedback

Sprint

- May 17 - 21

- Please add yourself to the sprint page: <https://community.kde.org/Krita/Sprint2018>
- KDE e.V. will fund travel. Use <https://reimbursements.kde.org/> to request reimbursement for travel. Krita Foundation will fund accommodation
- Topics:
 - Fund raiser? (When, how, what kind?)w
 - Resource management rewrite?
 - Text and vector left-overs (in particular text-wraparound)

Any Other Business

- Dmitry needs more bugs
- Tyyppe is ready to merge to master again
- Windragon: is thinking about how we could upstream the work on wintab and winink
 - Wintab: If I am to implement mouse mode, there is no way it can get in Qt, and the WinTab support code in Krita will depart further from the Qt one
 - WinInk: My implementation is too hackish to even consider to be port to Qt
- Boud and Irina should try to get the brochure printed.

Individual Done and Todo

- **Dmitry:**
 - Todo:
 - Fix bugs
 -
 - Done:
 - Fixed a lot of bugs
- **Wolthera:**
 - Done:
 - Wrote manual page for reference tool, made video.
 - Busy with school
 - Needs to do:
 - Make a colorspaceinfoobject so we can get info like filenames, data bytearray, etc for the palette export scripts
 - Extend resource python api
 - Work on contributors guide.
 - Work on lag page.
 - Fix patch for openraster vector support: <https://phabricator.kde.org/D9228>
 - <https://phabricator.kde.org/D9877> (needs review)
- **Scott:**
 - Done:

- A few minor things with Ok/Cancel buttons and keeping the brush tip settings the same when changing the brush tip image.
 - Designs for “Welcome” page in the empty MDI area
 - **Doing:**
 - Try to get kikibot going on KDE server with daemon
 - Working on Sphinx and python for docs.krita.org. Need to see how to get multiple languages working with a language dropdown.
 - Working with Tyson Tan on updating the download page. We will have designs on phabricator when ready to review
- **Boud:**
 - **Done**
 - 32 bits builds for steam
 - test patching Qt for bug 392408.
 - do money stuff for foundation
 - Removed the lock and collapse dock widget titlebar buttons
 - **Working on**
 - Package Python on macOS -- I now have scripts running, but not from the app bundle yet
 - Translations on macos and appimage
 - More bugs
 - Plan for resource management rewrite
 - **Long term Todo**
 - Reorganize the FAQ
 - Vertical text in Qt
 - Fix custom resource folder bugs (T3694, D2725)
 - Spriter plugin bugs
 - Still need to figure out how to package gstreamer in an appimage.
 - Fix Channel and Selection classes in the scripting api
 - 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
- **Windragon**
 - (Ongoing) Improve processing of DrMingw stack dumps (needs documentation))
 - (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?
 - <https://phabricator.kde.org/T8050>
 - (Planned for later:)

- (Todo) Update docs on building on windows
- **Irina**
 - Done:
 - 3 more interviews received.
 - Made Mastodon account @krita@mastodon.art
 - Todo:
 - inventory the shop and take pictures of merchandise
 - Communicate with Dawid for an article about his game art
- **Eliakin:**
 - **Done**
 - Finish exams of the university
 - **Working on**
 - Implement Multifill Script
 - High Pass Filter
- **Jouni (“tyyppi”)**
 - **WIP**
 - Merge Reference images tool, session & window layout management to master
 - **TODO**
 - Changes requested by Intel for their project