10-05-2021 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...)
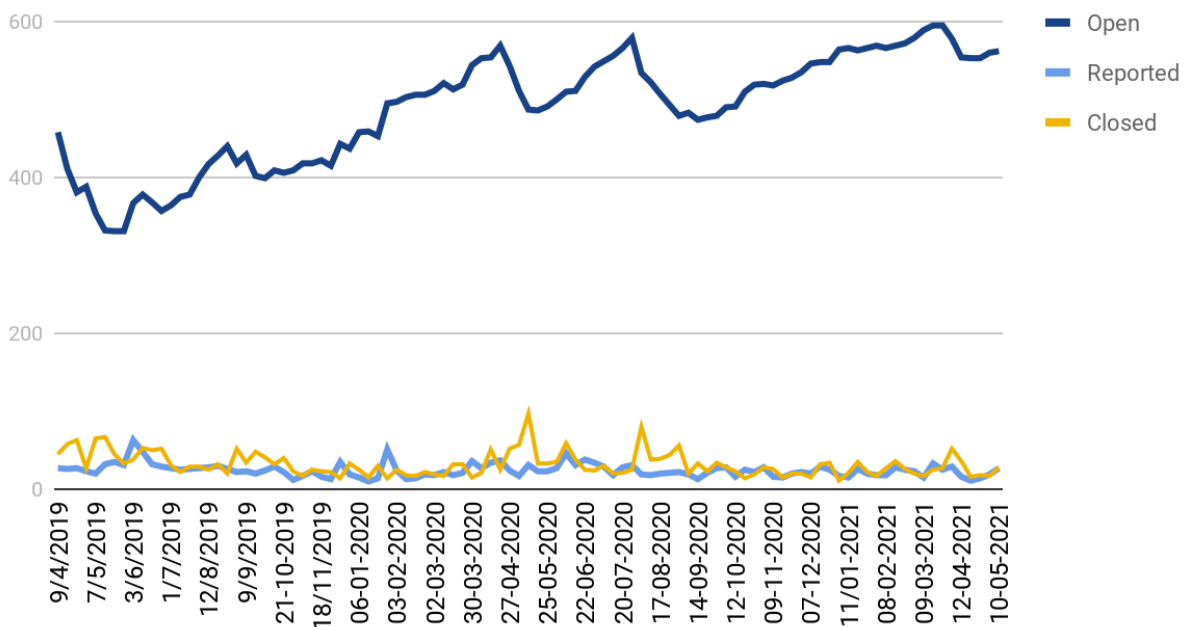
Absent
- Dmitry (sick)

Statistics

562 +27 -28 (560 +19 -17)

Bugs

Commits in the past week (copied from github):

- Excluding merges, **10 authors** have pushed **41 commits** to master and **41 commits** to all branches. On master, **98 files** have changed and there have been **2,136 additions and 756 deletions**.

- ○ Excluding merges, **14 authors** have pushed **34 commits** to master and **34 commits** to all branches. On master, **116 files** have changed and there have been **2,625 additions** and **1,012 deletions**.
- Downloads (downloads.kde.org): **87,012** unique downloads last week.
- Web traffic: **200,877** visits, **440,199** unique page views last week.
- Donations: **€1,424,29** from **109** people (April: €4,017,88, March: 5.034,29, February: 4410.14 from 394 people, January: 4,670.18 from 409 people, December: 5,415.39 from 402 people)
- Fund.krita.org: 77 subscribers -- should we remove the hack that adds the one-time donations?
- Krita-artists.org: Total users - 9.3k (All time) Total Post - 74.9k (All time)
  - ○ Active Users Last week - 664
  - ○ Total Posts Last Week - 1.2k
- https://subredditstats.com/r/krita

Contest

- Do we have winners?
- The jury will convene in #krita-contest and come up with the winners

Bugs and Merge Requests

- Assigned bugs: 99

Regressions

- ~~**Bug 435056** - Safe asserts both when undoing and redoing a selection mask after copying contents (since 4.3.0) (eoin will investigate)~~
- ~~**Bug 434263** - Color dodge brush mask produces black textures around strokes with certain settings (since 4.2) See https://invent.kde.org/graphics/krita/-/merge_requests/818~~
- ~~**Bug 430474** - copy and paste a selection mask to another layer cause a display glitch on canvas view (since 4.2.8) (eoin will investigate)~~
- **Bug 434969** - Soft Proofing not working entirely, making the canvas transparent or glitchy. 5.0 pre alpha (Maria Marti is investigating the lcms side, wolthera will make the "optimizations check also apply to soft proofing)
- **Bug 435955** - Scratchboard shows glitched artifacts when painting on it. (git 6410188) (since 5.0 pre-alpha) (wolthera will try to reproduce)
- **Bug 436257** - RGBA lightness brushes became darker in Krita 5.0 pre-alpha (dmitry)
- **Bug 436725** - 5.0.0-prealpha does not produce a log_encode.log file (emmet)

Merge requests

●

Manual

- The Windows dependency builds now creates relocatable dependencies: https://docs.krita.org/en/untranslatable_pages/building_krita.html#building-on-windows
- Raghukamath is working on updated screenshots: https://invent.kde.org/documentation/docs-krita-org/-/merge_requests/211
- Wolthera is planning which parts of the manual need a major rewrite.
- https://phabricator.kde.org/T14359 (publishing on stores) needs to be turned into a manual page.
- Wolthera spent some time on writing a brush tip tutorial for the gradient brush tips, and will be moving onto lightness next.
- Raghukamath made several css style fix MRs

Website

- fund.krita.org is fully operational and has been launched
  - Some problems with migrating people, we will lose subscribers
  - We will add a goal of 5 developers, 15,000 euros.
  - Carl will do the write-up Ton asked for

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 release a "beta".
- When we tag the final release, the merge window opens again

Releases:

5.0.0

- Should contain:
  - Threaded texture uploading
- Will contain

- ○ voronwe's color smudge patches (rgba tips, gradient texture and a new colors smudge engine), resource rewrite, mypaint brush engine, storyboard, mesh gradients.
  - ○ HDR gradient rendering + dithering.
  - ○ MRs from milestone.
  - ○ Massive library update: https://invent.kde.org/graphics/krita/-/merge_requests/718
  - ○ LittleCMS Fast Float plugin: https://invent.kde.org/graphics/krita/-/merge_requests/717
  - ○ Animation Update
  - ○ Storyboard Docker
- https://krita.org/en/krita-5-0-release-notes/
- Schedule:
  - ○ May, dev fund campaign
  - ○ June 1st string freeze, new stable branch krita/5.0
  - ○ July 1st beta starts
  - ○ August release
  - ○ Frequent development update posts during june/july

Resources Rewrite Update

- Main task: https://phabricator.kde.org/T379
- Bugs and issues sheet: Resource bugs spreadsheet
- Tag task: https://phabricator.kde.org/T12044
- Resource manager redesign task: https://phabricator.kde.org/T11921
  - ○ GUI mockup: https://phabricator.kde.org/M168
  - ○ MR: https://invent.kde.org/graphics/krita/-/merge_requests/704

Youtube

- 35.800 subs
- Fund campaign videos: 1st Color smudge and Mypaint, 2nd Recorder, 3 Resources management, 4th Technical things (creating hype)
  - ○ Ramon's recording the first video for the funding campaign.

Roundtable

- **Halla**: I launched the dev fund, migrated a score of people. We will lose some income at first, it seems. Migrating people is asking them to do it themselves, because I couldn't do mass registrations. And Saturday was a bit of a weird day for various reasons, so I never thought to ask anyone about it.
  I fixed a number of small bugs, made sure that there is a reasonable paintop set as

default, started making it possible to get all resources with a certain md5, filename or name in case there are duplicates in various storages, working on making it possible to edit or add resources that are created from a kisdocument to the resource folder.

Then I realized that we cannot edit brush tips or patterns that are in a bundle at all at the moment, because they would be loaded as a KisDocument. Fixed crash with temporary actions in the HUD. The whole idea of editing resources that are KisDocuments is something we never considered before, but I'm working on that.

Tomorrow I'll do the fund campaign weekly update with a video and a brief paraphrase of the round table, after that it's coding again. I'll also need to announce the Huion/Krita competition winners this week!

And on Saturday I will get my first vaccination :-)

- **Wolthera**: I spend this week mostly on doing manual work, in particular this one (which needs review):
  https://invent.kde.org/documentation/docs-krita-org/-/merge_requests/215
  I also tried to fix a bug, and tried to do the kgr gradients format patch, but stopped both attempts because I only got them 50% to work, and lacked the brain power to uh, power through.
  I am very scatterbrained right now, but suspect I'll be writing more manual stuff coming week.
- **Emmet**: Basically this week Eoin and I are just working on poking at changes to the way onion skins are composited.Both because there are a few related bugs, but also because people want to be able to use reference frames.
  I think other than that we fixed a couple of smaller bugs.
- **Ivan**: so, there was a report on preview broken on macOS, I worked on that and fixed it. This means krita from 4.4.2 has all preview generation broken on macOS (not the thumbnail). Is a bugfix release for 4.x series out of the question?
  After that and doing some tweaks to the test branch I moved to work on openGL, I did not do any substantial advance on it but the strategy I came up with is basically what dmitry told me over irc. :)
  other than that I've been reading apple.developer articles, and that's it
- **Tiar**: I merged my work on Resource Importer so Ramon can use it in a video. Right now it can only import stuff successfully if there is no bundle with the same name in the resource folder, because it needs more work. And the dialog for png and svg files (which resource type you want to import it as: patterns or brush tips, or patterns, brush tips or symbols) is usable, but not perfect UX-wise or pretty.
  I fixed the last part in MyPaint mirroring and pushed. I've found two more issues with how the MyPaint brushes are composited; maybe this week I'll see if we can change the way it's composited to normal one so other features could work. For now, I just reported the issues.
  I also made several fixes for thumbnails in various places.
- **Amyspark:** o/ Last week I was hard at tying all loose ends at uni. This week, I'll start porting PyKrita over to Sip v5 (plus keeping compatibility with v4). I also have to check out a cargo-c fix. Its author asked me to see if it's now fully compatible with libheif+msvc out of the box.

MSVC people still haven't got back to me, though I have installed the new 2019 preview, just in case.

- **Sharaf**: It felt like a very short week. First I pushed the fix for touch rotation and zooming to stabilize them both. Then I fixed a few crash bugs: 1) One with closing SVG files. (2) using color picker and transform masks. (3) liquify transform and transform masks. Finally on the Friday + weekend I looked at getting custom cursors to work with Android, because for some things it takes multiple tries to do what I want to do (Like perform rotation with the transform tool). I got this working but the sad news is it doesn't work for tablet events only for external mouse :(
so, it will only be useful for chromeos. that's all from me.

- **Ramon**: I followed visual guide images provided by raghukamath and i rebuilt them in inkscape to be able to make the more flexible.i made some animations in Blender for the video and the rest of the videos.
I also have been testing 2pp assistant and NEw RGBA for dmitryK . I have done 8 initial brushes for that and I am updating them.

AOB

- Rust fixed [#9410](#) (cargo-c, needed for rav1e, unable to install on CI due to its version scheme)
    - Should pop up in next beta

FYI

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Next week

• Halla
• Backup: Wolthera