

10-07-2017 Meeting Agenda and Notes

Stats:[397](#), was 387.

Tax situation:

- Started working on a text for the emergency fund raiser. Am preparing mails to go out, and have reached to see whether we can use a progress bar and paypal on our own website.
- Have got four candidates for the Krita Foundation board

Unittests: still too much brokenness

GSOC: Lots of progress all around, yay!

Windows Store: made about 3000 -- last week was 1800 euros

1. Individual Done and Todo

- **Dmitry:**
 - Todo:
 - Write application to Russian grant program “Software for Animators”
 - After writing the application I’m going to have several days completely off. I feel not very good and need to have a bit of rest.
 - Done:
 - Finished Async saving and progress reporting refactoring. It is available in kazakov/async-saving branch
- **Wolthera:**
 - Done:
 - Worked on documentation.
 - Made an edge detection filter that needs questions answered to progress: <https://phabricator.kde.org/D6556>
 - Tested the async branch and reported bugs to the mailing list.
 - Simplified the release stuff to <https://phabricator.kde.org/T6475> and <https://phabricator.kde.org/T6476>
 - Needs to do:
 - Finish this: <https://phabricator.kde.org/T6478>
 - Extend python api
 - Write documentation
 - Organise demo video stuff.
 - bugtriage
- **Scott:**

- **Done:**
- Got OSX building on my computer.
- Checked and ran Aniketh's GSoC branch. It is looking good
 - Had to get KDE Neon to be able to compile and build newer KDE libraries
- **Doing:**
 - Try to get OSX packaging working. I think there is more rpath stuff that needs to be figured out for me.
 - Started a patch with improving the UX when saving brushes. It will be easier to understand and use. Also avoid saving white thumbnails
 - Waiting on Wolthera's patch with brush backup merge before I can keep going
 - Will probably do another patch next for renaming brush presets. This idea was recommended by deevad
- **Boud:**
 - **Done**
 - Started working on the touch gui. I've got a docker that shows qml, and I've turned the old sketch code into a proper library and plugins.
 - Work on the fundraiser
 - Work on the board for Krita Foundation
 - Tried to fix the interaction of the file dialog. This stuff is way more complex than it should be :-(
 - **Todo**
 - Lots of admin stuff, also coding on the gemini branch
 - Update <https://krita.org/en/kiki/>
 - Finish and publish roadmap
 - track all gsoc branches
 - Work on svg text tool
 - Figure out how to package python
 - Development update for krita.org
 - Fix custom resource folder bugs (T3694, D2725)
 - Spriter plugin bugs
 - Setup patreon (?)
 - Still need to figure out how to package gstreamer in an appimage.
 - Make scripting builds on Windows and OSX
 - 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
- **Animtim**

- Done
 - Added paintop presets by rad
- **Laurent**
 - Done:
 - Nothing, still on master project until 28.06.17
 - Not that much, sorry I forgot, but I should have a bit more times those weeks.
 - Todo:
 - Find new (clearer) names for vw and vh units, many ones are lost by those. -> do we discuss that on phab or on the forum ? **Phabricator (Boud)**
 - 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)
 - By the way, I will implement, in c++, the algorithm I spoke about (using tv-norm regularization for denoising and inpainting) for my master project. It won't be directly usable by krita, but if we find it useful I may be able to adapt it this summer if my referee in school let me do so.
- **Tyyppi:**
 -
- **Nimmy:**
 - Improved kikibot
- **Windragon**
 - Stabilizer <https://phabricator.kde.org/T6440>
 - Committed a patch, will ask for feedback from users in the bugzilla report after today's nightly is built
 - Optimizing the stabilizer code involving the KisPaintInformation class (not really limited to the stabilizer)
- **Irina**
 - Todo:
 - Make a new list of development fund subscriptions
- **Eliakin**
 - Done:
 - Read-only output for the scripter.
 - Action in the output widget to clear Output.
 - Implement all not GUI tests in python

- Implement Color Space Pugin
- Changing canvas size for multiple documents
- Plugin to Take a predefined filter and to apply in all comic pages for example or other documents(inputted list). (doing)
- Evaluation
- Documentation to exportImage(Document) configuration
- Script to export all the layers (batch)
- Script to Duplicate image
- Script to Export to jpg X% quality.
- Plugin to export all layers
- Todo:
 - Simple scripts/plugins
 - Plugin to take a list of images (inputted list) and apply rotate/scale
 - Fix the ten brush plugin
 - A shortcut that shows palette with color history and common colors.
 - Docker that shows thumbnails for last ten opened images
 - A multifill script - <http://davidrevoy.com/article306/tons-of-potions-part-2-multifill>
 - A Docker where you can create your own button with a shortcut and point to one script in your file system.
 - MONTH 3 - Implement more complex plugins to me
 - High Pass Filter - [https://bugs.kde.org/show_bug.cgi?id=374972\(continuation\)](https://bugs.kde.org/show_bug.cgi?id=374972(continuation))
 - HUD search menu like GIMP
 - Convert literal strings to translatable string
 - Execute GUI tests in python in runtime.(After GSOC, probably)
- **Eugene Ingerman:**
 - Done
 - Heal brush
 - Merged.
 - Todo:
 - Tune algorithm to preserve textures better.
- **Aniketh**

The whole Content download dialog should be KNS3 free, We are only using KNS3 for the status enum. Which could be changed after the release of KF6 framework.

- Done:
 - Read the API for KNSCore.
 - Got an idea of Krita CodeBase regarding the Resource Management.
 - Helped leinir a bit on KNSCore documentation.
 - Classes and functions for DlgContentDownloader widget is almost done.
 - Entry class implemented -> Which provides information about the entries that have been installed while the content dialog was shown.

- Functions for the GUI is done.
- Fixed the build issues.
- Completed the class DlgContentDownloader widget.
- Implemented a test UI the Content Downloader widget.
 - Revised sorting methods with order by, categories.
 - Test the UI is working corresponding with functions created.
- Implement the Content Downloader dialog.
- GSoC Evaluation is done.
- Todo:
 - Create the UI for the downloader as decided accordance to the mockup.
 - Functions in DlgContentDownloader widget are generic, make them specific-- Remove unwanted.
 - Fix the following Bugs in the resource manager during the GSoC period:

Both the bugs are regarding the duplication of the items when they are bundled using the bundle manager.

- BUG [359854](#)
- BUG [377495](#)

- Testing the implemented features to recognize any further bugs if existed.
- Documentation of the classes and functions created.
- Start fixing the bugs in the Resource manager
- Work on the GUI part with the UX design for Resource Manager.

● Grigory

- Done
 - Create dynamic splat
 - Create wetmap
 - Create splat generator for watching splats behavior in “stroke”
- Todo
 - Strategies for all brush types
 - Realization of the mechanism for displaying the dynamic change of splats

● Alexey

- Done
 - Create remote backend server
 - Try to send information from Krita to this server
 - Write this information to the database
 - Rework writing information to “nosql-json” format
 - ~~Create new features for kuserfeedback(not necessary)~~
 - Collection info for tools
 - Rewrite server to Mongo or MySql
- Todo:

- Create collection info system for asserts
- Create simple python-based frontend

Release Numbering

Starting from 3.1.3 we shall use semantic versioning for the code, to simplify builds recognition:
See details here: <http://semver.org/>

3.2.0 Release

See <https://phabricator.kde.org/T6475>

Features:

- qmic-qt

Dates:

- String Freeze + Translator notification: 10 July
- Freeze + test builds: 17 July
- Release: 26 July

4.0.0 Release status

Version: 4.0-alpha.1

Stuck on building python scripting on Windows and OSX, packaging python on Linux.

Blockers:

- ~~Scripting must be merged~~
- ~~SVG branch must be merged~~

Dates:

- No string freeze until we reach alpha
- Want to make packages this week; even without Python. We can always use the release announcement as a cry for help.

Kickstarter

Next fund raiser: September.

Scripting plan:

1. Make Windows build work. Right now it doesn't find the python api properly.
2. Need to figure out how to generate the scripting dox ourselves so they can be put on docs.kde.org.
 - 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>
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

- I would like 3.1.4 on steam
- Steam must be transferred to another company, the foundation cannot sell stuff anymore.
- 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. Animtim 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.~~