

20-04-2021 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...)

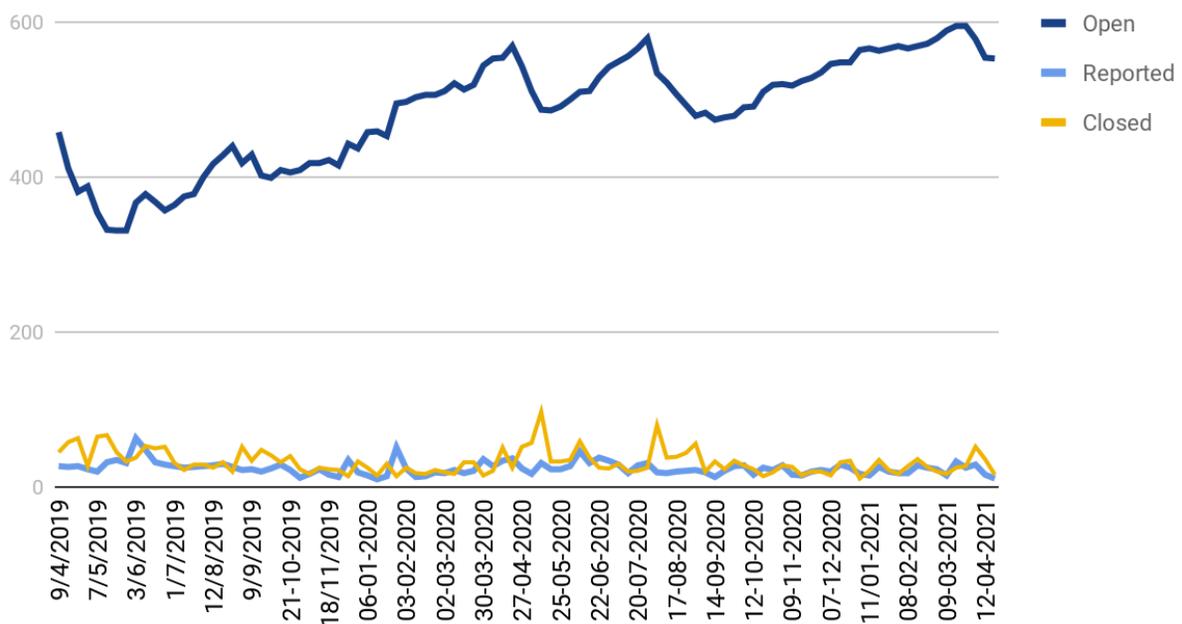
Absent

- Sharaf

Statistics

553 +11 -16 (554 +16 -36)

Bugs



Commits in the past week (copied from github):

- Excluding merges, **18 authors** have pushed **94 commits** to master and **95 commits** to all branches. On master, **350 files** have changed and there have been [22,405 additions](#) and [12,096 deletions](#).

- Excluding merges, **15 authors** have pushed **73 commits** to master and **75 commits** to all branches. On master, **234 files** have changed and there have been **4,563 additions and 8,433 deletions**.
- Downloads (downloads.kde.org): **106,644** unique downloads last week.
- Web traffic: **243,040** visits, **534,740** unique page views last week.
- Donations: **€2,863.46** from **228** people (March: 5.034,29, February: 4410.14 from 394 people, January: 4,670.18 from 409 people, December: 5,415.39 from 402 people)
- 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>

Bugs and Merge Requests

- Assigned bugs: 98

Regressions

- [Bug 435056](#) - Safe asserts both when undoing and redoing a selection mask after copying contents (since 4.3.0)
- [Bug 434263](#) - Color dodge brush mask produces black textures around strokes with certain settings (since 4.2)
- [Bug 430474](#) - copy and paste a selection mask to another layer cause a display glitch on canvas view (since 4.2.8)
- [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 435944](#) - Filter Layer Mask not saving (since 5.0 pre-alpha)
- [Bug 435955](#) - Scratch board shows glitched artifacts when painting on it. (git 6410188) (since 5.0 pre-alpha)

Merge requests

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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.

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

- 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
- There are problems with bundle manager UI but it's a bit overwhelming
 - Amyspark fixed the layout so that it properly reflows when resizing + splitter between panels
- Halla has started closing resource and tagging bugs:
 - [Bug 419324](#) - Edit bundle resets bundle resources (Krita 4.2.9)
 - [Bug 398685](#) - Creating Resource Bundle Allows Selecting but Silently Does Not Include Existing Brushes
 - [Bug 395598](#) - Cannot use CJK input method in input boxes on popup UI elements
 - [Bug 394131](#) - Issues Creating / Editing Resource Bundles

Youtube

- 34,500 subs
- Next video should be ready end of april or May 1st

Website

- fund.krita.org is fully operational.
 - It's time to start planning the launch campaign
- Timeframe: let's campaign in May
- Let's ask mollie and paypal dev fund members whether we can migrate them to fund.krita.org. Irina will make the lists.
 - Irina has the list
 - Carl suggests we only mail people after we go public, and do not try to force people to switch.
- We need places to send a press release to
- ~~Halla will discuss the campaign with kde promo~~
- <https://phabricator.kde.org/T14368> -- plan for the campaign
 - Raghukamath makes reusable banners and images
 - Everyone is welcome to come up with ideas and images
- We will write frequent status updates explaining how cool 5.0 is going to be
 - Come up with a schedule of topics to talks about (boud)
 - Ramon can make short videos for the posts)
- Ivanyossi: we should change OS X to macOS on the download page and add the nightly builds.

Roundtable

- **Halla:** Created packages for the Epic store and the Epic store listing (which has been approved), worked on the text for the dev fund mail and with Irina on the recipients list.

Did some coding, added fctix to the appimage so Chinese Linux users can use input methods. Fixed loading the image size plugin. JPG images are now no longer explicitly enabled when retrieving data from the clipboard.

- **Wolthera:** I spend the last week doing some administrative work, some MRs were reviewed and mostly I spend it on testing the new color smudge and trying to plan ahead how we're going to tackle it's manual.
- **IvanYossi:** I had a slow week, I spent most of it doing the Bezier math, which surprisingly was already implemented in KisBezierUtils. So I tested and profiled it. I work on smaller bugs. My week was short since I started to feel ill on thursday :/ Much better now, and currently fixing mac os builds when testings are on
- **Tiar:** I fixed MyPaint new brush not painting (the one that gets created if you press [+] button). Then I had a very weird bug that randomly the new MyPaint brush was either the brush I put as the default, or a brush that uses MyPaint's default settings (which also had a problem that most of the settings wouldn't change anything).
Turned out MyPaint preset loader had no error checking, and would happily ignore the errors and create a default brush if the json was incorrect... I fixed that all, and then I implemented mirroring of MyPaint brushes.
It's in the MR now but it's working correctly (except for the fact that I discussed with halla and dmitryK that is acceptable, which is halo around the brush if you paint in mirroring when the canvas has different colors on both sides, but there are easy workarounds)
Yesterday I also spent some time showing RamonM the new resource system, how it changed from the user side.
and I started to investigate why I get segfaults at the exit now, even though a few days ago I wasn't getting it
- **Raghu:** I removed all the URL links to patches in the Flatpak recipe and it is using relative paths now. I have also started testing 5.0 nightlies, and I am noting down the bugs.
I added an MR screenshots to the manual, I might be adding more this week. And there is some KA maintenance.
I made a new MR and reverted the previous one as there is no raw URL policy and I didn't want it to trigger the build with that recipe
- **Animtim:** I have actually finished my second round of work on icons: I've made new icons for the categories in "Configure Krita", and in a few other dialogs; made relatively big changes and cleaning in the touchdocked and its qml dialogs; added a new icon to identify Animated Layers (as the "feature" was added recently and needed a proper icon);
added some icons for a few filters (which are not used yet as I've hit the issue that filter actions don't seem to have a way to load an icon currently, and fixing that was a bit beyond me...); improved the KRZ mimetype icons for linux and windows, they look good to me now (but they are also not actually used yet, I will let someone with more mimetype knowledge to do that);
- **Dmitry:** I spent most of the week on finishing the color smudge engine, it is at the testing stage atm. discussion is here:
<https://krita-artists.org/t/testing-needed-new-colorsmudge-engine-for-krita-5-0/22398/36>

On Sunday we found that it is possible to make Qt relocatable, and thanks to windragon's patch we have relocatable deps now. on Linux it also works, but there is still a SIP problem that should be solved. Basically, people can skip creating dockers now on Linux. It should be possible to use prebuilt deps in the host system directly. basically, it is a solution to the "onboarding" problem that we used to discuss in 2019

- **Amyspark:** Very short, my week. Got the MSVC branch cleaned and spruced up, and since I didn't see much I could do about the performance hit, I wrote to the visualcpp feedback address. Amazed to get replied within 5 minutes :O

Sy Brand asked me to file a public ticket, which is here

<https://developercommunity.visualstudio.com/t/compiling-krita-with-msvc-16-results-in-a-50-perfo/1399530> and marked Under investigation

AOB

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FYI

- Epic

Next week

- Halla
- Backup: Wolthera