

08-05-2017 Meeting Agenda and Notes

Stats: [326](#) (last meeting was 319)

Tax situation:

- Will meet with the accountant and the tax inspector on Thursday.

Unittests: still too much brokenness

Summer of code: 4 gsoc projects are in!

1. Individual Done and Todo

- **Dmitry:**

- Todo:

- Fix the deadlock in KisColorSpaceRegistry
 - Reincarnate KisProjectionBenchmark and make measurements for Intel
 - Write a proposal for Intel
 - Continue implementation of the text shape

- Done:

- Started working on SVG text loading rendering stuff
 - SVG text is really complicated
 - QTextLayout can be reused for a small subset of SVG (only horizontal (but both rtl, ltr) scripts, no fine-grained glyph alignment control)
 - The rest, e.g. vertical text layout, will have to be implemented by us by forking QTextLayout.
 - Got the design of the future text shape stuff. We should probably allow the user to select (not-text-edit) separate blocks of the text on the canvas and control its properties using regular controls.
 - Had a meeting with Alexey Kapustin (telemetry GSoC student). We decided on the metrics format. We should probably make some posts about it.
 - Found out the way how to make “Stroke” layer style at least 10 times faster and threadable. Time... when to implement it?

- **Wolthera:**

- Done:

- Nothing, spent a lot of time with personal stuff.

- Needs to do:

- Extend python api
 - Write documentation

- Organise demo video stuff.
 - bugtrriage
- **Scott:**
 - Done:
 - Put gdquest's tutorial in our shop, we're affiliate with him
 - made a few updates to the download page over the weekend
 - OS tabs have icons.
 - Moved more content to the “have fun painting” area
 - Doing:
 - Prepare for and attend anime convention this weekend
 - Look into some minor UI updates for vector and smart patch
 - Try to play around with Python building on Windows a bit more
- **Boud:**
 - **Done**
 - Still not fit, also very stressed out about the tax stuff and some personal stuff.
 - Tried to work on the gmic-qt plugin, no pro
 - **Todo**
 - Still need to figure out how to package gstreamer in an appimage.
 - Finish scripting module
 - Finish the gmic-qt plugin integration -- would be good to have for 3.1.4 since the current gmic plugin is very crashy again
 - 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>
 - Make svg KoResource and selector to replace the current shape selector
 - 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
 - Get through the scripting phabricator entries
 - Work on text tool gui
- **Animtim**
 - Done
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- **Laurent**
 - Done:
 - Nothing, still on master project until 28.06.17
 - Todo:
 - 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.
 - I won't be there tomorrow (25.04.17), but I think everything important is there, if there's an important bug to fix related to my work I'm still available by email...
- **Tyyppi:**
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- **Nimmy:**
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- **Windragon**
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- **Irina**
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- **Eliakin**
 - Done:
 - Entered final gsoc proposal
 - Cmake tests integrated with python unit tests
 - Ad-hoc test created
 - Todo:
 - Read-only output for the scripiter.
 - Action in the output widget to clear Output.
 - Improvements in the scripiter's debugger.
 - Implement all not GUI tests in python
 - Implement a plugin to execute GUI tests in python in runtime
 - Convert literal *strings* to translatable string
- **Eugene Ingerman:**
 - Done
 - Heal brush
 - Merged.
 - Todo:
 - Tune algorithm to preserve textures better.

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/>

3.1.4 Release

Dates:

- Monday 15 May: String Freeze + Translator notification
- Monday 22 May: Freeze + test builds
- Monday 29 May: release

4.0.0 Release status

Version: 4.0-alpha.1

Stuck on building python scripting on Windows and OSX.

Blockers:

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

Dates:

- No string freeze until we reach alpha
- Monday 27 March: merge svg and scripting branches, start making test builds.
(Delayed, SVG branch still needs to be reviewed proper first, and scripting branch needs more fixes)
- April 25: Draft of announcement
- April 29: release of 4.0 Unstable Alpha with lots of warnings about disappearing kittens.

Kickstarter

Next fund raiser: September.

Scripting plan:

1. Make Windows build work. Right now it doesn't find the python api properly.
2. Api.kde.org is showing the scripting plugin fine, but merged krita with calligr 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
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