

12-04-2021 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...)

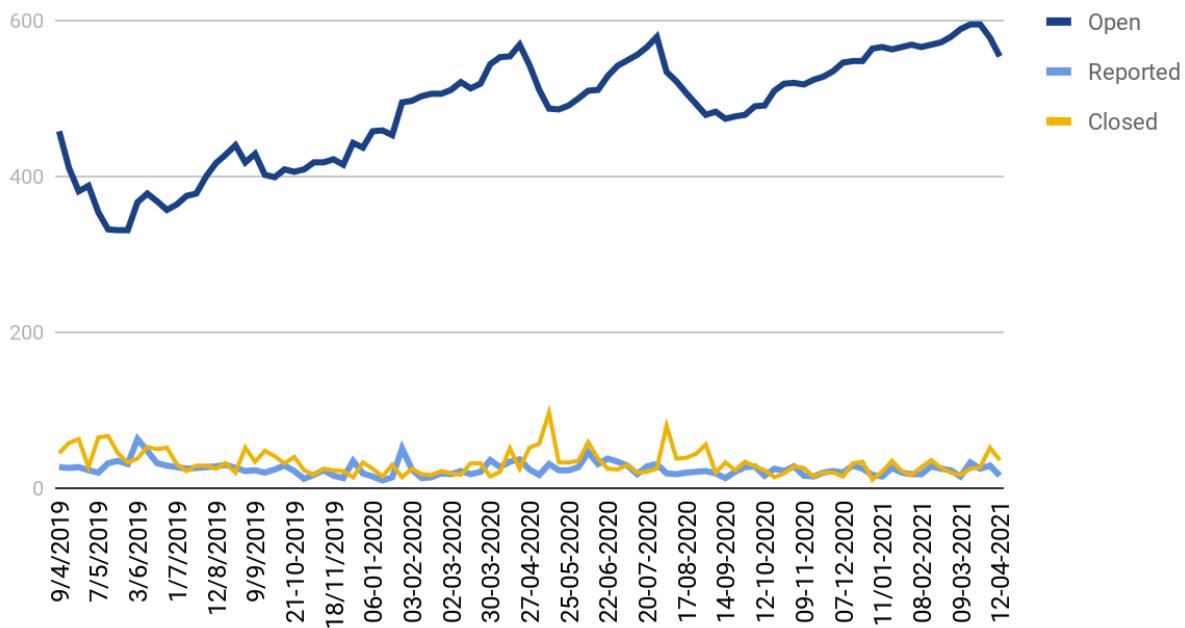
Absent



Statistics

554 +16 -36 (578, +29, -52) (Since the last meeting: 554, +45, -81)

Bugs



Commits in the past week (copied from github):

- 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**.

- Excluding merges, **14 authors** have pushed **84 commits** to master and **90 commits** to all branches. On master, **273 files** have changed and there have been **13,852 additions and 4,149 deletions**.
- Downloads (downloads.kde.org): **91,824** unique downloads last week.
- Web traffic: **205,366** visits, **456,143** unique page views last week.
- Donations: **€1,740.68** from **138** 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 435296](#) - [Master] Transform masks aren't properly rendered (5.0 pre-alpha) (eoin)
- [Bug 435599](#) - Merging layer and Transform Mask gives back blank layer (eoin)

Merge requests

- https://invent.kde.org/graphics/krita/-/merge_requests/756 (new color smudge engine) is almost ready, needs 'overlay' implemented, then it's ready for testing.

Manual

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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.
- We need places to send a press release to
- Halla will discuss the campaign with kde promo
- 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)

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

- 34,100 subs
- Next video should be ready end of april or May 1st

Roundtable

- **Halla:** So, last week I started closing, and where necessary fixing resource and tagging bugs from bugzilla. I think that it's time to move from the spreadsheet to bugzilla, but only if we can have a good bug report: clear steps to reproduce, backtrace for crashes, test files.
- oh, I also read the first three gsoc proposals
I also got information from Epic about how to publish Krita in their store, which is quite complicated. We probably should have a community wiki page that details how to upload krita to all three stores we now support, because it's getting a bit much.
 - Emmet offers to help with this
- **Wolthera:** I've been working on palettes last week, but one bug was already fixed, and another one I couldn't really fix because it is overcomplicated because the palettes have some very strange coding-choices in their innards.

I want to spend some time this summer reworking this whole thing, but I am unsure it'll get in 5.0

For the rest, I am currently working on the release notes. I still want to do the wide gamut segmented gradients stuff, but I also had something I needed to visit the doctor for, so baby-steps. Like, manual links and the like are also necessary, eventually. but there's a lot of tiny things that are still coming in too.

- **Animtim:** I've started the next round of work on icons. Last night I fixed a couple of little bugs...

This morning Andrei sent me some tool icons and some cursors, so I spent some time checking the icons and committed some of them after a few edits.

Then I've checked again and cleaned all the remaining tool icons, so that part should be ready. I'll just ask feedback on the corresponding task if the measure tool icon is now different enough from the assistant icon, and if not update the latter again.

I still need to review the cursors, and then I'll resume on my todo list for the week.

- **Tiar:** I continued work on the resource importer, right now it can import everything except for .png files I think (because they can be both patterns and brush tips, I will need to ask the user which one they intended), and bundles in case there is another bundle with the same name.

I want the importer to also be able to import zip files with various kinds of internal structure, but I haven't done it yet.

and then because I got a bit overwhelmed with the challenge, I decided to try something else, and I started to work on the two MyPaint presets issues, which is

(1) the empty MyPaint preset (the one you create by pressing [+] button) doesn't paint - I got to a weird situation when half the time it uses my preset, and half the time it uses mypaint default settings, which I thought was impossible, also it seems to happen at random, so I need to debug it :/

(2) I was thinking about adding mirroring to MyPaint (since you probably can remember how many bug reports and user support we got when the Quick Brush engine didn't work with mirroring) but it does seem to be a bit more complex/less obvious than I thought I also read two GSOC proposals and tried to help Sachin with the reference images one

- **IvanYossi:** I mostly worked on the bezier curve offsetting on assistants. At first I made a simple approach by just moving the curve (the video) that works alright, but I wanted to do true offsetting. So I spent most of the time reading and understanding how it could be implemented.

When I got overwhelmed I worked on smaller bugs.

Also approved with emmet the 2 point assistant :)

The final idea is to refactor the whole thing. and that is going to take a while :/

- **Emmet:** This is actually from the week before, but it's worth a mention. Eoin and I merged the Multiframe Filtering MR.

Last week we did some work on the Popup Widgets MR (allowing any tool to return an arbitrary popup widget, much like the popup palette)

Reviewed and merged with ivanyossi , wysteriary 's nice 2-point perspective assistant

Reviewed and merged knowzero's video importer MR, and began discussing how we can try to unify all these different FFmpeg backends we have... (we have 3... lol)

Added the ability to jump between the next visible/unfiltered frame based on the filter setting in the onion skins docker.

Updated the 5.0 release notes again.

And finally we began to research the current problems with the way Onion Skin compositing works, and how we might be able to reuse it for the 'reference frames' feature. (That is to take an arbitrary animation frame, superimpose it over your animation, and transform it.)

- **Amyspark:** I'm still here with the MSVC porting effort. I arrived at a reasonably clean tree (plus some extra nitpicks), but the biggest hurdle is that we've not been able to replicate the current performance of the MinGW version
Even with all the optimizations me and my witch friend could find, it's still 2x slower; so I'll now try and compile this with clang and vs2019. (clang/cl and vs2017 have broken quote escaping, so they cannot compile gettext *at all*.)
I'll let you know once I have it working, I don't think there'll be many issues.
- **Dmitry:** Worked on the color smudge patch most of the week and reviewed MRs
- **Sh_zam:** Mostly a bug-fix week for me :3 I fixed some bugs (2-3) with transformations of KoShape tools. Most of it was the wrong coordinate system resulting in the wrong transformation being applied. So, that was simple.
Then I fixed a crash with kinetic scrolling, which took me into the gesture code inside Qt, which is where the fix was required.
Finally I worked on an old todo I had for Android. In a nutshell on some devices previously saving sometimes wouldn't work if it took too much time, so Android would kill our saving thread. So, I prevented that from happening, so saving can now take as long as it requires and the system won't touch it.
And if the user thinks it is taking too long they can cancel it with a cancel button which is displayed in the notifications.
- **Raghukamath:** I worked on getting krita-nightly build via Flatpak. It successfully built Krita. It doesn't use KDE runtime but builds all individual dependencies. It also has patches to Qt, Icms2 and other things like native gmic and also ffmpeg.
I have made a merge request to update it in the official packaging folder.
So that flatpak nightly builds are on par with appimage. There needs to be an additional folder to keep all the patches and I think we need to ask bcooksley to copy these besides the yaml recipe file.
We should clean up outdated krita and krita-stable build or disable them entirely.
There is an issue of having patches folder since it duplicates file in repo
That's it I don't have anything to share. I hope we will have updated nightlies soon. It helps in testing without messing up the main install.
I took some parts from the flathub recipe and our old recipe, I added libheif etc. Libheif was a bit of problematic

AOB

- GSOC proposal deadline tomorrow or tonight: April 13, 2021 20:00 (Central European Summer Time).

- When is the mentor meeting? (Wolthera)
 - Thursday, 16:00, #krita-gsoc
- Are [T14331 Unified ffmpeg wrapper class](#) and <https://phabricator.kde.org/T14345> still going to happen for 5.0? (Wolthera)

FYI

- Epic
- Huion contest ends this week
- (tiar) List of issues that would be good to fix:
<https://invent.kde.org/tymond/reports-manager/-/blob/master/ImportantBugs.md>
- <https://www.w3.org/Graphics/Color/Workshop/> seems to have been moved to 'may-june'

Next week

- Halla
- Backup: Wolthera