

27-07-2020 Meeting Agenda and Notes

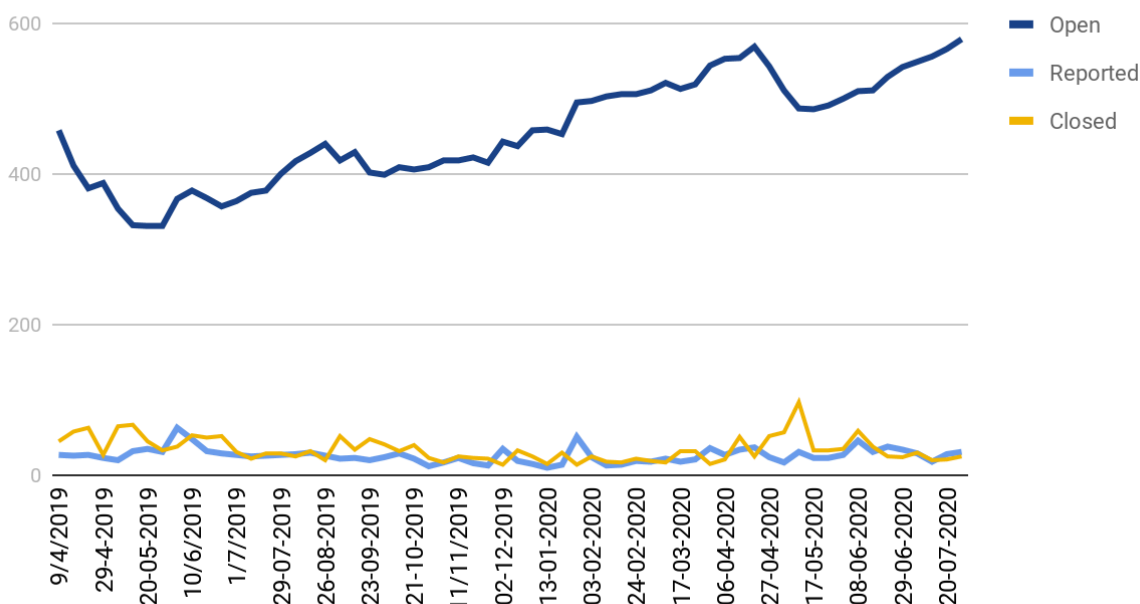
Round-table participants

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...*)

Statistics

Bug stats: [579](#) +31 -25 ([566](#) +28 -21):

Bugs



Please only ask people to report a bug if YOU have verified it hasn't been reported already!

Commits in the past week (copied from github):

- Excluding merges, **23 authors** have pushed **81 commits** to master and **161 commits** to all branches. On master, **184 files** have changed and there have been [3,947 additions and 1,454 deletions](#).
- Downloads (downloads.kde.org): **71,583** unique downloads last week.
- Web traffic: **171,133** visits, **389,586** unique page views last week.
- Donations: **€2,850.30** from **277** people. (The stats counter on [krita.org](#) seems stuck!)
 - June: **€4,100.50** from **355** people.
 - May was **€4,487.51** from **387** people,
 - April was **€3,557.06** from **322** people,

- March was **€3,206.08**,
 - February was **€3,981.00**
 - January was **€2,649.99**,
 - December was **€3,071.46**
- Krita-artists.org: Total users - **4.1K** (All time) Total Post - **36.2K** (All time)
 - Active Users Last week - **391**
 - Total Posts Last Week - **991**
- <https://subredditstats.com/r/krita>

License Exception for Python Plugins

- <https://github.com/diegogarciahuerta/tk-krita#krita-development-notes>
 - ~~We need to discuss this issue with the developer (task: boud)~~
 - He is talking to Autodesk about using the BSD license for his plugin. It would still rely on the Autodesk toolkit, but that should fall under the systems exception. ~~We need a license page modeled on blender's:~~ <https://www.blender.org/about/license/>
- <https://krita.org/en/about/license/>

Bugs and Merge Requests

Regressions

~~Boud: I'll check all bugs marked as regressions that were closed since 4.3.0 was released and backport them~~

- ~~[423840](#) - Versions 4.3.0 onwards have non-responsive canvas after enabling/disabling Canvas Graphics Acceleration~~
- [Bug 424638](#) - Crash when using move tool on the transform mask
- [Bug 394439](#) - drawing change the bounds of a layer beyond the selection

Assigned bugs

- [Assigned bugs](#): 55

Bug week

- Tiar will be triaging
- Dmitry will be fixing Layer Stack bugs
- Ivan will triage and fix Brush Engine bugs
- Eoin, Emmet: animation bugs
- Boud: resource and tag bugs; triaging
- Wolthera: documentation
- Wysteria: assistant bugs

Merge requests

- ~~Boud needs to contact Tyson to make clear that he shouldn't burn himself out translating the manual and fixing translation contexts.~~
- ~~Amyspark asks dmitry to look at https://invent.kde.org/graphics/krita/-/merge_requests/412 (is in master and 4.3 now)~~
- ~~Wolthera has been working on https://invent.kde.org/graphics/krita/-/merge_requests/429 — asks ivan~~
- The SeExpr MR's can be merged to master and krita/4.3

Manual

- There is a phab task for the docs site organization: <https://phabricator.kde.org/T10178> There's a task checking what needs updating this year: <https://phabricator.kde.org/T10331>
- We're working on documenting the .kra format for the manual: https://invent.kde.org/websites/docs-krita-org/-/merge_requests/105 (amyspark will collaborate with Wolthera on this)
- For backporting, make new MRs.
- Sh_zam will help Tiar with https://invent.kde.org/websites/docs-krita-org/-/merge_requests/106 (also about Android and Chromebook): this got updated
- We need a section on installing krita on android and chrome os, with a link to the play store
- Raghukamath is translating the manual into Hindi and correcting typos
- Boud has simplified the information on crash logs
- Tyson Tan's mail on the untranslatable page title
 - Wolthera will dig into sphinx
- Tiar is working on a short map on how to get into contributing

Website

- Rethink Krita development fund task <https://phabricator.kde.org/T11352>
 - Carl Schwan has volunteered to help with blender id (<https://gallien.kde.org> -- there is progress as of january 2020) and the dev fund website. **He's resumed work to get KDE websites to use the new system.**
 - Carl thinks it would be better to fund-krita-org to have its own authentication system, since he cannot promise when the new ID system would be completely ready.
 - <https://invent.kde.org/websites/fund-krita-org>
 - Boud needs to write the equivalent of <https://fund.blender.org/about/>
 - <https://phabricator.kde.org/T11971>
- Scott is working on a Python tutorial site: I have a nice icon finder where you can see all the available icons to use...also an action dictionary to see all the available actions. I am working on some content for lessons now.

- <https://amazing-elion-61c814.netlify.app/lessons/working-with-documents>
- scripting.krita.org has been created
- this will need a license warning, too
- people with questions should be pointed at k-a.

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" with a link to a survey for testing*
- *When we tag the final release, the merge window opens again*

Release dates:

- 5.0.0
 -
- 4.3.1
 - Aiming for end of August
- 4.3.0
 - Released

Resources Rewrite Update

- Main task: <https://phabricator.kde.org/T379>
- Bugs and issues sheet: https://docs.google.com/spreadsheets/d/1W_iAS1OiTSpZFC5b8XMZ6yH0DXmGqkABixuQYGd1PD0/edit#gid=0
- Tag task: <https://phabricator.kde.org/T12044>
- Resource manager redesign task: <https://phabricator.kde.org/T11921>
 - GUI mockup: <https://phabricator.kde.org/M168>

Youtube

- 19,000 subscribers
- Ramon will take August off
- But the August video is 99% done, and the July's 80%

Roundtable

- **boud:** Last week I mostly spent picking up threads. I did a lot of windows builds for the sip MR, and that always takes ages. But I'm still out of breath a lot, which means I'm getting tired really fast, so I work only half days or so.

- **Wolthera:** I spent most of my time this week on the deform brush bug of 8 years old. After mucking about with precisepaintdevicewrapper, dmitry pointed out the problem was in KoColorMixOp, and after a lot of back and forth, we now have a somewhat sensible fix in master and 4.3.
I had actually wanted to work on the manual last week, but all time was used up. Tomorrow I have a wisdom tooth removal, so I really want to work on the manual in terms of not-being-totally-there.
like, no 8 year old bugs or multidimensional grids for me for a while.
 - Boud asks Wolthera to share the SeExpr scripts so we can make resources out of them.
- **Amyspark:** Yesterday I started working on the docs (finally; I've got the very last round of finals and eek it's a lot). Ported the reference manual of SeExpr with relevant adjustments for Krita, and added an entry to Fill Layers, so only the tutorial is left.
- **Eoin:** So Emmet and I worked on our animation channel refactors and it works / is in a pretty good place when it comes to raster channels. Some more work needs to be made for scalar channels to work properly.
It's currently pushed up to emmet's repository, but we could have a branch on the main Krita repo if people are interested. I know that helps for visibility at least...
There's no merge request yet, but I'll make a WIP this week, just wanted to know what people preferred before doing it. (Boud: once there's a merge request, it's fine this way)
Other than that, I've got the appimage audio stuff working it seems. Downloading an appimage from the website seems to let you add / remove audio files.
I will slow down a bit on the animation refactors while confifu is working on his GSOC project. I wouldn't want to pull the rug from under him, and it will give me a better idea of which signals are an absolute must keep for his project. So bugs this week for me is a pretty good plan
- **Sharaf:** Okay, so I started with fixing some minor bugs in my project, which I had found earlier. Then I worked on implementing saving, which was pretty straight forward (thanks to Krita's src).
After that I published a blog post, which is when I got the idea for bicubic interpolation part, which I then completed after fixing some calculus logic.
So, parsing, rendering and saving should be working now :)
I also updated the community wiki for this evaluation
Other than the GSoC, I tried to work on the weekend on a saving bug on Android, but couldn't get past, because of weird and new crashes.
- **ashwin:** Last week I was fixing a few more bugs and a range related issue which occupied a bit more time. Currently, am working on review changes
- **confifu:** I made the duration field of storyboard interactive and then implemented addition of items from the storyboard docker. The right-click context menu and the add button are usable.
Now we can create a storyboard from the storyboard docker itself.
Also I implemented the updation of all affected keyframes. I think major parts of the interactivity are complete now. There are some bugs that I have found, I will try to fix them in the next few days.

- Dmitry:** I spent most of the week on reviewing MRs. So right now there is no unreviewed MR left :)
 I also implemented a script for cloning containers. It allows cloning both, source and build directory, therefore, you don't have to do full rebuild when testing MRs
 I also fixed the gradients preview in master
 this week I wanted to do two old-standing tasks: implement precompiled headers and make a video on configuring QtCreator. And we have already discussed that I should also look as "layers stack" bugs. I'll probably try to do one of these tasks anyway.
- tiar:** I was fixing more Coverity issues, mostly the uninitialized variables. I've even made a little script that will help me with that since there were 280 issues regarding that. Of course I check everything manually anyway, so it's not as fast as I'd wish, but the script still helps.
 (The script is dirty and ugly of course, since personal, unless anyone else would want to use it too?)
 Note: I'm using the 'int m_int {4};' initialization now, since that's what boud told me to use.
 Right now there is like 300 issues eliminated, I don't know where it comes from, since my data says I fixed only ~60
 I also checked boud's branch and fixed the main issue. It's still not as pretty as I wished but at least most things work now.
 And I will triage bugs this week. There are 290 Reported, we'll see how many will be left :)
- IvanYossi:** My week was not as impressive as Tiars but it was good :-)
 We asked for the SDK on Apple and eventually had a rep contact me to have a meeting. I don't want to get our hopes up but there is a big possibility we can be part of the SDK testing group.
 After that I started working on a simple fix bug, which was easy to fix but the reason was in the inner workings of the vc code I did for GSOC in 2018
 Also I migrated all my tools to work on the lenovo which is so much faster to work on.
 And rebuilt all macos branches as there was a weird linking problem with qtSql.
 probably broken after upgrading some macos libs
 Aside from that I did triagging from Friiday to Sunday.

Any Other Business

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Next week

- **Boud**
- Backup: **Wolthera**